

ATARI

VOLUME 2
NUMBER 6
AUGUST 1990

INTERFACE

Atari Rules Summer CES?



The Truth about
Pittsburgh
The British Connection
GFA Basic 3.0 Dialog Box

MONTHLY COLUMNS

Dave Plotkin's Right on
Target
The G-Man
Is There a Tactician in
You?
Basics of BASIC
AtariWriter+ Tutorial

REVIEWS

Magical Anagrams
Stik-Gripper
Atari ST Subjects Book
Good Backup Utility
STalker/STeno

and MORE...

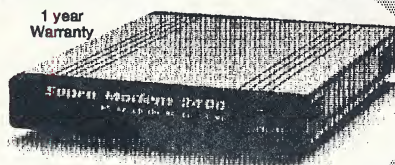


D & P Computer Supply
P.O. Box 811
Elyria, Ohio 44036
800-535-4290
Tech & Info 216-926-3842
9AM- 9PM EST

Ordering Info: Visa, MasterCard or COD. No personal Checks
 No surcharge for credit cards. COD add \$3.50
 Ohio residents add 5.5% state tax
Shipping Info: Free shipping on Orders over \$100, in the
 continental USA. We ship UPS.
 International: Actual freight.



Modems



Supra 2400
\$114.95

6Ft cable
\$7.00



Zoom 2400
109.95



Floppy Drives

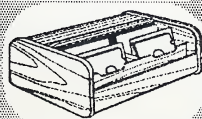
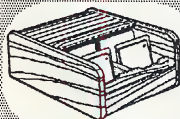
Master 3S 3.5" double sided- \$139
 Master 5S 5.25" double sided- \$205
 MFD1080 Switchable 3.5" & 5.25"- \$315



**DVT-VCR HD
 Backup System**
 Use your VCR to
 back up HD.
\$145

Teakwood Disk Cases

3.5"- 90disks- \$26.95
 3.5"- 135disks- \$38.95
 5.25"- 120disks- \$42.95



CUSTOM DESIGN

The only enclosures we know of that has the on/off
 switch up front, where it belongs, and a removable
 power cord, the others don't! To make a good thing
 better we even made the front switch illuminated.

HD & 44meg removable SQ555

50 HD 40msec & 44 - \$1199
 50HD 28msec & 44 - \$1219
 85HD 24msec & 44 - \$1299

Monster Hard Drives

150meg 28msec (tri-50's) - \$1250
 222megs 15msec (dual 111) - \$1811
 284megs 15msec (dual 142) - \$2267
 344 megs 15msec (dual 177) - \$2663
 other combinations available

Memory Upgrades

Z-Ram - Uses one meg chips, upgrade to
 2.5 or 4 megs.
\$105 Board w/chips
 2.5Mega- \$249 4 Mega- \$393
 Z-Ram/2.5- For use with 520 ST, Up to
 2.5Mega.
\$100 Board w/chips
 2.5Mega- \$244
 Z-Ram/Mega II- Upgrades Mega II to 4Mega
\$119 Board w/chips- \$263

256K120ns Chips
\$2.50 ea

1Meg 80ns Chips
\$9.00 ea call prices change

Discovery Cartridge (option 0) - \$135
 ICD Host Advantage Plus - \$94.77
 ICD Host Advantage (no clock) - \$84.77
 50pin SCSI drive cable 18" - \$10
 Turbo16 Accelerator - \$257
 Spectre GCR(cart)- \$215 Roms- \$125
 PC Speed (Michtron Version)- \$339
 ST-Time (under rom clock) - \$43
 Vidi ST (cart) - \$139
 Supercharger W/1Meg (IBM emulator) - \$439
 Supercharger external power supply - \$26.95
 Math Coprocessor for Supercharger - \$149.95
 Omniswitch - \$79
 Acer Multisynch Monitor - \$439



Migraph Hand Scanner
 W/ Touchup- \$389

STAR NX1000II- 9 PIN PRINTER
\$169.60

STAR NX2410- 24 PIN PRINTER
\$290

HEWLETT PACKARD DESKJET
\$599

HEWLETT PACKARD DESKJET +
\$699



Monitor Stand & Power Center

5 Switched outlets with EMI/RFI
 surge protection. Tilt monitor stand
 base.

\$45.95



Practical Solutions



Monitor Master
\$32



Drive Master
\$32



Mouse
Master \$26

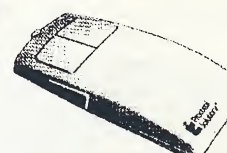


Video Key
\$65

Twetty Board- \$37



Cordless
Mouse
\$88



Misc

IMG scan- \$58
 Drive Extension Cable 6 Ft- \$16.50
 Printer or Modem Cable 6 Ft- \$7
 Universal Printer Stand - \$13
 Monitor Stand (adjustable) - \$14

D & P HARD DRIVES

Complete hard drive systems, using seagate
 SCSI drives, ICD host adaptor & software.

20 MEG 40MS- \$489

20 MEG 28MS- \$513

30 MEG 40MS- \$532

30 MEG 28MS- \$546

50 MEG 40MS- \$556

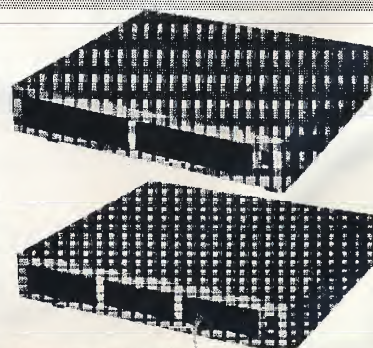
50 MEG 28MS- \$584

65 MEG 28MS- \$655

85 MEG 28MS- \$694

SYQUEST 44MEG REMOVABLE- \$835

SQ555 Drive & 1 cart- \$625 carts- \$85



HD enclosures sold separately!
 Dual monitor hold dual 5.25" or 3.5"
 Tri monitor holds 3 - 3.5"
 all cases \$119.95

DISCOVER THE 4TH DIMENSION

Explore computer imaging and animation in time and space.

"PHASE-4"TM opens a universe in which you actually cut, copy and paste time itself. View your solid 3D objects in the past, present and future from any point in space/time simultaneously, cycling polymorphic-transformation without point and face limitations.

"PHASE-4"TM a new modular Program Platform for the ST which totally eliminates the need for program control codes like those required for animation using such programs as Cyber ControlTM from ANTICTM. "PHASE-4"TM is fully mouse and tablet driven programming system with keyboard support.

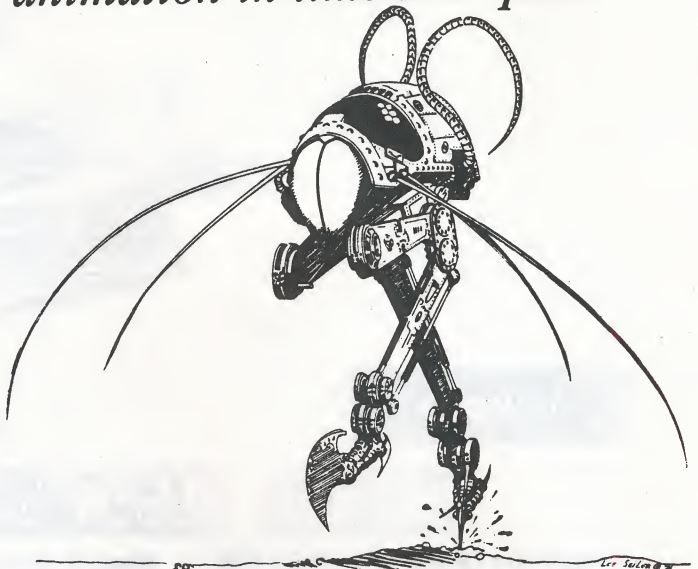
"PHASE-4"TM Modular system consists of 4 modular segments each independent yet, fully compatible with the others. Used independently, each module is a powerful package of programs, applications and accessories. When combined these modular segments form the most advanced and flexible Motion Control and solid object animation system available for the ATARI STTM.

"PHASE-4"TM ROSETTA-3D Translator/Viewer.

"PHASE-4"TM CHRONOS Keyframe Animation Studio.

"PHASE-4"TM PRISM Rendering Package.

"PHASE-4"TM KINETICS Player Package.



Object complexity is only limited by your imagination.
Can you create CAD objects like this one? We do it all the time using "PHASE-4"TM

ROSETTA-3D Just as the original ROSETTA STONE allowed scholars to decipher the secrets of Egyptian hieroglyphics and translate them into other languages, ROSETTA-3D allows you to translate a wide variety of the most popular CAD, animation, and rendering formats. Files created by ROSETTA-3D can be transported to many different computer systems and modeling programs or may be sent to remote rendering services capable of creating photo realistic quality images for commercial use. You are no longer confined to the limits of one machine or your current animation software.

ROSETTA-3D FEATURES: Eight Three-Dimensional Modeling/Rendering Formats Supported.

File Translation:

Direct translation from one format to another format. Translate objects which are too large to animate on your system. File size not limited by system memory size.

Import and/or Exports:

- AutoCAD Release 10 ASCII (DXF), Binary (DXB) for the IBM and Macintosh.
- CAD-3D Version 1.0 (3D) and Version 2.0 (3D2).
- PHASE-4 Animation Libraries (LIB).
- Sculpt-3D for the Macintosh and Amiga.
- Swivel-3D for the Macintosh.
- ... and output of P.I.X.A.R.'s Renderman RIB files!

Animation Capabilities:

- Fast Depth-Cue "Point Cloud" mode, for real-time playback of extremely large objects.
- High speed wire frame and depth-cue wire frame modes.
- Several solid-polygon modes.

ROSETTA-3D is much more than just a file translator, it is also a draft animation package. It allows you to quickly create and preview an object file you wish to animate in "PHASE-4's" CHRONOS motion control program, from any format that you select using the fastest wire frame and solid-polygon render available for the Atari STTM. ROSETTA-3D's simple point and click animation system features a unique three dimensional "object-marker" which enables you to design animation story boards for waiting clients in a matter of seconds. **Price \$59.95**

Object limitations:

- Any combination of 65,000 vertices and faces per object.
- Total number and size of objects limited by memory size only.
- Animate objects with over 15,000 vertices and 30,000 faces on 1Meg systems.
- ROSETTA-3D expands ANTICTM's original 3D universe in all directions to more than 400 times its original size.

DISK, FILE, and FOLDER Management Supported.

"PHASE-4's (ADEPT) Supported.

FUTURE FEATURES INCLUDED IN THE FORTHCOMING PROFESSIONAL PACKAGE.

- ATARI TT/68030 VERSION.
- PARSEC GRAPHICS 4768 SYSTEM (INCLUDING 8768 UPGRADE).
- SPECIAL 50MHz T13+010 version running at 6.25 MIP's with the standard 8MHz 68000 running in parallel.

PRISM-AGE

(Photo realistic Rendering Interpreter for Solid Modeling in Advanced Graphic Environments)

PRISM-AGE 1.0 is a powerful drawing program that runs in all ATARI resolutions plus 1024X768 4096 color mode. Not only will you find many of the features expected in a drawing program (such as boxes, circles, ellipses, area fills, cut, copy and paste, (with fine pixel editing), but also explores some rather unique areas of it's own! One of the more interesting areas of PRISM-AGE is that it uses PRISM-GTE

(Graphics Tablet Environment) which supports the new Cal-Comp graphics tablet in four resolutions. Another feature of PRISM-AGE is that it uses all of the computer's memory to support multiple picture buffers. This can range from approximately eight buffers on a 520ST to over 110 buffers on the MEGA4 ST, which allows the creation of animations using the built-in slide-show features.

When used in combination with other PHASE-4TM programs PRISM-AGE takes full advantage of ADEPTTM and the Image Systems ISAC High-Res color board. **Price \$49.95.**

PRISM-GTE

(Graphics Tablet Environment)

PRISM-GTE is a fully functional graphics tablet environment designed to be used with all "PHASE-4"TM programs. This feature is embedded in all programs and available as a stand-alone program which can be used with most well-behaved ATARI programs. **Price \$29.95 if ordered separately.**

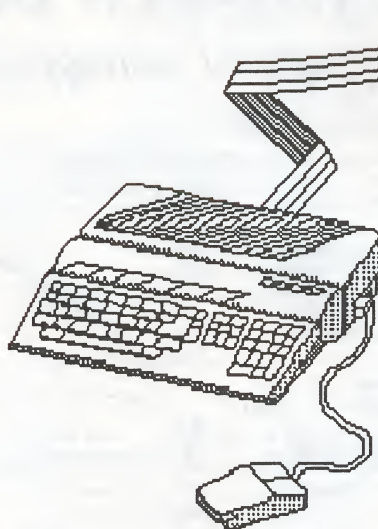
ADEPT

(Application Data Exchange Protocol)

Allows any "PHASE-4"TM program to utilize the features of another program while also sharing data and limited resources (such as memory and peripherals) in a multitasking or single application environment. (ADEPT imbedded in all "PHASE-4"TM programs.)

For more information write or call Lexicor Software Corp., 58 Redwood Rd., Fairfax, CA 94930. (415) 453-0271. Dealer inquiries welcome.

"WATCH THIS SPACE FOR MORE NEWS ABOUT "PHASE-4"TM



ATARI

Your Connection to the

Volume 2

FEATURE ARTICLES

- | | | |
|--|--|--|
| Right On Target 8 | Magical Anagrams 19 | Stalker/STeno 28 |
| Dave Plotkin writes the first of many monthly articles. This month Dave tells why he likes his ST and the community. | Atari's Bentley Bear tutorial is reviewed by Steve Volker (STAG) and his daughter, Teresa. | Paul Stampfli (El Paso) talks about Strata Software's background terminal package. |
| Summer CES 1990 11 | Stik-Gripper 20 | Is There a Tactician In You? 30 |
| Atari's showing at the Summer Consumer Electronics show is detailed by Bob Retelle (MACE). | WAUG's Bill Rayl reviews the joystick hardware product from Duggan DeZign. | Part 5 of Tim Feenstra's (GRASS) series on wargaming. |
| Basically Speaking 14 | The GOOD Backup Utility 21 | BASIC Dialog Box 31 |
| ACORN's Jeff Summers guides us through some basics of programming on the 8bit. | Tidbit Software's hard drive utility is reviewed by Rich Deen (SPACE). | SWAG's Michael Calvin tells us how to create dialog boxes for use in GFA Basic3.0. |
| The British Connection 16 | The G-Man 23 | ArcIt 32 |
| Robert Arp shares his views on what a lack of ST technical articles can mean to all users. | David Grace shares his popular monthly column. In this article he talks about trading an old partner in for a new, improved one. | Earl Hill (SAGE) continues his series on ArcIt and ArcIt Shell for the ST, now distributed by Innovative Concepts. |
| Intermediate and Advanced Atari ST Subject 17 | The Truth about Pittsburgh 26 | Why SysOps Are... 34 |
| SPACE's John Slade reviews Ralph Turner's help book on the ST. | Members of the WACO club share their opinions on the recent PACE Show and all the fall-out in their area. | BACE's Gizmo shares his thoughts on why SysOps are the breed they are. |
| AtariWriter+ Tutorial, Part X 18 | | The Basics of BASIC 35 |
| Jimmy Boyce (CACE) continues his in-depth AtariWriter+ series. | | Rick Burton (RACE) continues his tutorial about programming on the 8bit. |

From the Reader's Viewpoint 6
Advertiser's List 48

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

AIM does not knowingly reprint copyrighted material without first obtaining permission from the source. Non-commercial user group publications are granted permission to reprint articles from this magazine as long as credit is given to AIM, the author and club (if applicable). Opinions expressed within articles in this magazine are solely the views of the author(s) and do not necessarily represent the opinions of AIM or any participating club. Atari, the Fuji symbol and names of Atari computer products are trademarks of Atari Corp.

INTERFACE



Atari Users Community

Number 8

PARTICIPATING ATARI USER GROUPS

ABLE
Winter Park, FL
ACCD
Denver, CO
ACCT
Toledo, OH
ACORN
Rochester, NY
Atari Federation
Vandenburg AFB, CA
BACE
Birmingham, AL
BRACE
Lexington, KY
BRAG ST
Buffalo, NY
CACE
Jackson, MI
CCCC
Bristol, CT
CDACC
Camden-Wyoming, DE
CDACE
Albany, NY
COAC
Bend, OR
CUSTUG
Champaign-Urbana, IL
FACCS
Spokane, WA
GKAUG
Kalamazoo, MI
GRASS
Grand Rapids, MI
GTAUG
Beaumont, TX
HACE
Houston, TX
JACS
Clementon, NJ
LACE
Roy, UT
LBACE
Long Beach, CA

MACE
Southfield, MI
MAUG
Ontario, OH
MGAUG
Warner Robins, GA
NAUG
Nashville, TN
O-ACES
Omaha, NE
PACE
Duluth, MN
PHAST
Phoenix, AZ
P3ACE
Colorado Springs, CO
RACC
Rockford, IL
RACE
Rapid City, SD
SAGE
Erie, PA
SEVAC
Chandler, AZ
SPACE
Harrisburgh, PA

ST Club of El Paso
El Paso, TX
STAG
Saginaw, MI
STANCE
Lyndhurst, OH
STAR
Atlanta, GA
StarFleet
Denver, CO
STig
Denver, CO
SVACE
Salinas, CA
SWAG
Vancouver, WA
TACE
Midwest City, OK
UNYACE
Vestal, NY
WACO
North Huntingdon, PA
WAUG
Ann Arbor, MI
WNYAUG
Buffalo, NY

On the Cover

Bart Simpson was everywhere at Summer CES. Bart is copyright of and trademark 20th Century Fox.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Bob Retelle
Artwork: Miagraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream

CALAMUS OUTLINE[®] ART

OUTLINE ART is a vector-oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

OUTLINE ART supplements the CALAMUS DTP system with a great number of new functions and effects. A extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie; from a font to a central point.

■ Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:

- rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
- circular text and text along a freely-defined vector path...
- projection of raster areas and text on vector outlines...
- conversion of text into vector objects...
- kerning functions...
- Functions can be freely combined and applied to all CALAMUS fonts.

■ Integrated, fully programmable calculator with a pre-defined and extendible library of transformations such as:

- shift, rotate, mirror, enlarge/shrink, project onto a sphere (globe, cylinder, cone), etc..
- An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
- loading and saving in .CVG format (CALAMUS Vector Graphic), making possible the integration into and optimal printing through CALAMUS on all supported output devices in all resolutions.

Now included! Convert 2X,

our new Conversion program
CVG (Calamus Vector Graphic)
to EPS (Encapsulated Postscript)
or PS (Postscript) file format.

Note : DynaCADD, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG). Which can then be output through all output options supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

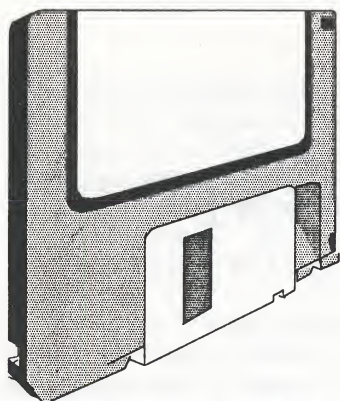
Calamus Outline Art
has a suggested retail
price of US \$289.95.

For more information or to place your order, contact your local Atari Dealer or contact us directly at: ISD Marketing, Inc., 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, Tel: (416) 479-1880, Fax: (416) 479-1882

All Registered Trademarks and Tradenames belong to their respective Owners



ISD MARKETING
ISD MARKETING
ISD MARKETING
ISD MARKETING



AIM Disk of the Month

August 1990

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unARC themselves into the actual runnable programs.

Here's a short description of the files found on the August '90 disk.

3DLETTER.TOS—Create title screens with 3D letters and more. You may view the screen in the program, include them in your GFA programs (it actually writes the code), or view them with the included special screen viewing program. Shareware. Low rez color only.

BEEP.TOS—Replace the system bell with a digitized sound of your choice. Unlike NEWBELL, this works *with* the interrupt system, allowing multiple entries of a BELL character to override each other instead of chaining one after the other.

BIGCOLR2.TOS—Color emulator (as seen on the June disk), modified to fix a problem when running on a Mega ST 4. Now you can run "color only" software on your mono monitor. Source code included. MONO only, of course.

CLICK.TOS—Replaces the dull "click" of a keypress with a digitized sound of your choice. Each key can be assigned a different sound or assign one sound to all keys.

DESKSW11.TOS—Lets you instantly switch to a completely different desktop setup! Desk Switch reads .INF files (created with the "Save Desktop" function), and uses the file to set colors, mouse double-click rate, positions of all desktop windows, etc. Shareware from Charles F. Johnson and Little Green Footballs Software.

DIGIVEC.TOS—Attaches a digitized sound to exception vectors, allowing you to change system bombs to hysterical laughs, a scream, an explosion or whatever. Even makes a sound during disk access. Any and all exception vectors can be configured to different digitized sounds.

GRAMPAS.TOS—Help Grampa Howard find and defeat the evil Dr. Malvert in this text adventure. Completely menu driven. Medium rez color only. Shareware.

KV_PARK.TOS—Animated playground for children age 2-5 yrs. Children use the mouse to fly a butterfly around and find children playing, trees, hot air balloons, and more. Nice animations and graphics. Low rez color only.

KV_ME2ND.TOS—Twenty-four animations with music for children age 2-6 yrs. Includes simple addition and subtraction. Good graphics and sound, simple for children to use. Low rez color only.

LTRBOMBR.TOS—You are in charge of a sleeve of bombs that you use to fire at a wall hiding an assortment of letters. You attempt to match the letters behind the wall to the letter flashed at the bottom of the screen, firing the bombs to "match" letters. Fast action, graphics, sound effects, etc. Low rez color only. Shareware.

MMM171.TOS—MIDI Music Maker plays 11 different types of music files from four different computers. The program gives you software control over presets, tempo, volume, transposition, channeling, etc. and can create a standard MIDI file from any of the music it plays. Plays through synthesizer and the ST's internal speaker. Shareware.

NAARJEK.TOS—Can you "hack" your way through Uncle Carl's security system and gain access to some hidden programs? We'll see. Medium rez color only.

ORACLE.TOS—Simple program to "tell the future." You ask questions like "Will Atari ever be a major force in the US computer marketplace?" and Oracle will tell you!

PATIENC2.TOS—Solitaire card game from Germany, with several types of solitaire included and a self-playing demo mode. English docs included. Mono only.

PTCHPLAY.TOS—Single-note sequencer for owners of keyboard-less synthesizer modules like the MT32. Lets you easily listen to the sounds/patches in your module. Written by Michael Calvin (SWAG).

STICKLER.TOS—Have trouble remembering dates and upcoming events? Forget your wife's or mother's birthday this year? Stickler is a GEM program designed to help you remember those important dates.

STUSPOOL.TOS—Play pool with 6, 7 or 8 balls. Auto or manual scoring, one or two players, auto aim and other features. Best when played on a blitter-equipped system. Low rez color only.

SYSEX.TOS—Allows you to dump information from your MIDI synthesizer to disk, and to send the info back to the synth at a later date. Use this program to save user configurations, voice data, and other things you would save for future reference. Written by Michael Calvin (SWAG).

VE_10.TOS—Vulcan Embassy BBS Version 1.0, including message bases and upload/download through shell programs. Easy to set up and run.

Readers of Atari Interface Magazine can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending \$6/DS or \$7/SS disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the August 1990 disk when ordering.

From the Reader's Viewpoint



What is Happening and Who Is at Fault?

Dear Editors,

I subscribe to ten newsletters and several Atari magazines. At least I *did*.

First Compute dropped their ST-only magazine. "No biggy," I said. ST X-Press missed several issues. They sent a nice letter saying my subscription would be extended to cover the missed issues. That sounded fair. Well, I received four of twelve issues. That's about twenty dollars an issue. ST X-Press is *gone*. I'm starting to worry. I was about to subscribe to ST-Log. I've had a subscription to Analog since I bought my first 800XL. Lucky me. I was too late. ST-Log is *gone*.

So far SStart has been hanging in there. Well maybe not having any competition helps.

Now for the newsletters. Current Notes, PSAN, AIM are getting better all the time. They are the greatest. MVACE is right in there too.

Some of the others will remain nameless but seem to be maintaining a few new articles and reviews and keep plugging along. A March issue had a total of two pages. A title page with the reverse side having an article by the editor and the second page was an advertisement with the reverse side showing a map to the meeting place.

Another of my once-looked-forward-to newsletters has gone from 10-12 pages of outstanding coverage to four double-sided pages. They did have one excellent article reviewing hardware, but they also had three old, overdone reviews and hardware tech

tips. This was their best newsletter in some months. This was once a great newsletter. Now it is OK, maybe.

My local newsletter has been a real surprise. Going from monthly to bi-monthly was no surprise because very few of us were sending in articles, but the quality improved and it began to look very nice and had almost all original articles. There were three new reviews by local users. It included Atari news and information and also dates and meeting places of other groups (including the Com-mie and Meega groups.)

This really surprised me because of the name bashing that they (C & A) had been doing to the Atari Community. The Atarians have been the only group with any organization, now these other guys want to make a combination group to share meetings and the newsletter. I say "bunk." It seems they want to use the already fine chain of command and newsletter staff to help them out without the hard work of starting their own.

The remainder of the newsletter was a plea to old and new members to pay their dues and get involved with the newsletter and meetings. A *very nice* small town newsletter. Best Ever. Then the S-Bomb came in the mail. Our newsletter Editor/plus another club position had to resign. Too bad. He was doing a great job. We will miss him. Haven't seen a newsletter from the local group in some time. Sorry, but I don't expect to either.

I have been trying to write articles and have been sending them to several newsletters. Granted, I'm not much of a writer but bad

reviews seem to me to be better than none. I don't care all that much about typos and misspelling as long as I can get some good information about hardware and software. Why aren't we supporting ourselves? Granted, some newsletters are doing a great job but are they suppose to replace our once-proud local groups and newsletters?

Well, I'm about burned out trying to get local Atari users to *help themselves* so I will probably not support them anymore. It has cost me a lot of money to do the things I have been doing for the local group and only two or three members have shown any appreciation.

I'm sorry but no one seems to be able to answer my question (What's Happening?). Too Bad. We once had the best computer on the market for the money.

Thank God we have the Dave Small type of people out there to keep things coming. I will not abandon my 800XL or ST, but I will not be able to enjoy them as much as I would like to because I'll always feel abandoned by the other users and by Atari Corp.

I guess that's enough said. I just wish more had been done.

Steve Filler (WAUG)
Columbia Falls, MT

Revolutionary Concepts

An open reply to Mr. Timothy Holt,

In the April, 1990 issue of Atari Interface Magazine, Mr. Timothy Holt thoughtfully provided some suggestions which may help advance the position of Atari computers in the US. He offers thought-



provoking opinion and advice and additional ideas of how we might make a difference.

In essence, Mr. Holt suggested that writing to Roseanne Barr may not be productive and sending orders for Atari ST products that do not exist may effectively pinch pocketbooks. I do have a couple of reservations concerning Mr. Holt's suggestions and offer them here.

First of all, let's assume that every Atari enthusiast is an active battery. If we sit around long enough not being productive, we may ultimately explode or, minimally, leak valuable energy and corrode. The Revolution is designed to help keep those batteries active in a way that helps inform prospective computer buyers that there is another alternative they may not have thought of. Writing to personalities is more effective than writing to my mother in Chicago which is more effective than writing negative articles in magazines which are only seen by Atari enthusiasts who, thus, sell their machines and buy Macintoshes because the negative article said "What's the use?".

I might also caution you on the legality of your proposals. The points in the Revolution fulfill carefully considered objectives including nominal cost to participants and legal protection. If you are encouraging people to send money to software companies, you could be responsible for the company's losses dealing with the problem of responding to these people. You could be responsible for the consumer who does not receive a refund because many companies immediately deposit incoming checks and the order goes on to another department. You might also find some companies becoming aggravated with Atarians and deciding never to support us. They will know what is going on.

I think you also have to consider that these software companies are not the source of our problems. If the market was there, they would support us. It is as simple as that.

You may be interested to know a couple of other facts. First, CBS *This Morning* is planning a "The Comeback of Atari" segment this coming week. Secondly, ST Informer reported that Waldensoftware has decided to test market Atari ST software in some of their stores due to a letter writing campaign. The Revolution is not attempting to take credit for these, but neither one would have occurred by sending bogus orders to software companies.

Another fact: On April 28 and 29, PACE (Pittsburgh Atari Computer Enthusiasts) held an Atari show at the Chartiers Valley High School. Piracy was so openly rampant there that users were returning product to participating software companies telling them they found where they can get it for free. Mr. Bob Brodie, Atari's spokesperson and User Group Coordinator, was so disgusted that he withheld Atari's generous offering of door prizes which he painstakingly arranged. Although I was not present, I have

spoken to several people about this unfortunate affair.

I sincerely believe that anything we do which represents ourselves as Atari users should be done as ethically and professionally as possible. I also believe any progress we see will be slow. I encourage users to enjoy their systems and tell other people about them. If they are so inclined, help us tell a new market what we already know about the value in Atari computers.

Don Thomas,
Artisan Software
Copyright (C) 1990

(This is Part 26 of a series of articles published and distributed by Artisan Software. Please feel free to copy and distribute this article as you please provided you include all unedited text. Also, feel free to upload to boards and communication services. These articles are designed to entice you to take constructive action. Write to involved parties and tell them how you feel about the subject.)

Quick ST II version 2.1

The fastest screen accelerator at any price!

No other software or hardware upgrade speeds up screen redraws as fast as Quick ST II or for less money. Not a blitter. Not a 16MHz upgrade. Not Turbo ST 1.8. Forget the high price alternatives. Choose Quick ST 2.1. Your ST will run faster as a result. For only \$19.95.

- speeds up GEM text and graphics operations, and VT52 text output
 - speeds up the desktop font, 6x6 font, and even GDOS fonts
 - requires less than 25K of memory and runs on any ST or STe
 - supports all screen resolutions, plus the Monitorm monitor
 - supports custom desktop patterns, pictures, and fonts
- Turbo ST is a trademark of SofTrek and sells for more than double the price!

The reviews are in and Quick ST II gets top marks!

"my ST has taken another step closer to being the perfect personal computer. ... makes using an ST a real joy. ... amazingly FAST" - Nick Berry, Puget Sound Atari News, 4/90

"Nice job, Darek" - Darren Meer, ST Informer, 5/90

"If, however, you do not have Turbo ST yet, then Quick ST from Branch Always Software seems to be a better choice, and not only because of the lower price. ... Buy it"

- A. J. Wrotniak, Current Notes, 6/90

Quick ST II was written by Darek Mihocka. 100% assembly language. Quick ST II costs only \$19.95 at ST dealers all across America, and \$22.95 in Canada. Or order directly. Add \$3 for s/h. We accept VISA.

Now save \$5 on Quick ST II version 2.1!!!

When ordering direct, clip this ad for a \$5 discount towards the purchase of Quick ST II or our Quick Tools utility pack. Each is only \$14.95 U.S. with this ad. Add \$3 for s/h in the U.S., or \$5 elsewhere.

Branch Always Software

Box 2624, Station B, Kitchener, Ontario, Canada N2H 6N2

Right On Target



David Plotkin

I love to write. I must, because I'm doing this piece for free, and it's the first time in a very long time I've written anything without getting paid for it.

What you have to understand, though, is that writing for the Atari audience is special, and worth doing, even just for the fun of it. Atari owners are a special breed—we are appreciative of any effort put out in our behalf.

Flattery Will Get You...

My name has become fairly well known, and people tell me they enjoy reading my stuff. Yes, flattery works wonders. So when Pattie (the esteemed managing editor) cornered me during the regular Wednesday night conference on GENie and asked me to write for AIM, how could I refuse? Besides, she flirts even better than I do!

I've been into Atari computers for a really long time, and I have learned a few things in that time. The first is that Atari (the company) is going to do whatever they think necessary to turn a profit and remain in business, regardless of the rantings of XE/ST owners and the press. It's not that they don't care what we think, but that they have to play things the way they see it.

They have to maintain cash flow and bring new products to market with a very small engineering staff and limited manufacturing resources, and they do it the best they know how. They make what I consider to be mistakes

along the way, but hey, I certainly don't have all the answers. I do have to say they have managed to stay in business when other, "better managed," companies have faded from the scene.

So when people complain that Atari won't ship the new machines till the old ones are used up, remember that lack of inventory control is what killed Kaypro (PC clone manufacturer), and hyping new machines is what killed Osborne (first of the "luggable" computer manufacturers). Say what you will about the Tramiels, they have *learned* from history—something many others have not.

Another thing I have learned is that the ST is one really nice machine. I sit here looking at mine, and I am real happy with it. Its not all "official" Atari at all. I've built it from parts that were best suited to me. There's ICD's FAST tape backup unit, with an 85 meg hard drive inside that my friend John Russell (JRI, the Genlock people) installed. My ST is a Mega2, upgraded to 4 megabytes, and sporting dual ROMs—the old 1.2 and the new 1.4, with a switch to go back and forth.

Switchable ROMs

This arrangement has been incredibly useful to me as a reviewer, because when a particular piece of software displays strange behavior, the first thing I try is switching back to the older ROMs to see if that corrects the problem. Surprisingly, it is extremely rare that this is the problem, but it is awfully nice to be able to make sure easily.

The Mega also has a JRI JATO speed-up board in it, as well as

their 4096 color board. I would dearly love to get my hands on Jim Allen's (Fast Technology) Turbo16 board. Jim keeps promising me one, but I have to have one that can have the 16 Mhz 68000 processor turned down to 8 Mhz, like my JATO. Certain software doesn't work at 16 Mhz, and though Jim promised to modify one for me, I haven't gotten it yet. Jim, are you listening?

Impressions by the ST

Of course, plugged into the left side of my Mega is Spectre GCR, the results of the efforts of my friend Dave Small and company. This Mac emulator is simply amazing, and I wouldn't be without it. There is stuff that will never be available on the ST—and with GCR, it really doesn't matter.

Sitting out in front is Talon's Supercharger PC emulator. This little gem plugs into the DMA port and works like a charm. It is my emulator of choice because it is so easy to install. I have both PC Speed and pcditto II, and they both work very well, but I have no room in my Mega to leave them there, plus neither one works with the JATO board installed.

My main hard drive is an old Astra "Expander," a huge, rather ungainly device that sports a 3.5 inch floppy drive and 50 meg hard drive. Astra went out of business about a year ago, and I was saddened by their passing. Lou (president) was a friend of mine and we had worked together for many years. Recently, the hard drive gave up, and was replaced with another 85 meg monster. That should take care of my hard drive needs for awhile.

I have an I.B. 5.25 inch drive for reading PC disks, a 1200 baud Hayes Smartmodem, and, of course, both color and monochrome monitors. The cabling is a nightmare, but it is made more bearable by a wild assortment of switches—Astra's SW2 monitor switch, RS-232 switch (which includes a null modem connector), Practical Solution's Drive Master (switches between external drives) and Mouse Master, as well as their Cordless mouse. Also, I have one of their Video Keys to move output to videotape.

Printer Options

In the printer department, I have a printer spooler and switches to run output to my old Star SG10 dot matrix printer, as well as my beloved HP Deskjet+—the printer of choice in the Atari community. Almost unbelievably, this printer is available after rebate for about \$450, and it is silent, does 300 dots per inch (same as a laser), accepts multiple font cartridges, and is well supported by Atari software. I would never part with mine.

The result of all this hardware is that I can really use my ST, just flipping a few switches to get the configuration I need. I would like to have a Monitem large screen monitor, and could probably get one at a good price (the value of name recognition again), but have nowhere to put it. It's strictly monochrome, and I do need color on occasion (game reviews, you know?). Ideally, I would like to have a decent screen size (say 15 inch) that supports both monochrome and color, and I have heard rumblings of such things in the offing.

Collecting Software

Interestingly enough, however, I don't collect hardware for hardware's sake, but only to facilitate getting my work done. I do collect a certain amount of software, and this is made easier by the fact that I am a reviewer, so I get more software than I can possibly look at. The good stuff I keep, the bad or not-so-useful finds its way to the members of my user group. Since their needs are different from mine, they are usually glad to get it. Some stuff just gets reformatted and the disk added to my blank disk collection.

An appalling amount of stuff in this last category manages to get to market, though heaven knows why. I won't name names, but be sure to check software thoroughly before you buy—i.e., read reviews and try to go through a dealer (yes, I know they are scarce).

CAD and Word Processing

The software I am most interested in is CAD3D and drafting programs, desktop publishing/word processing and databases. I do enough modeling that the CAD stuff and packages like Migraph's Easy Draw are in constant use. I often do manuals, and page layout programs like Timework's Publisher ST are very useful.

Word processors have a particular fascination,

since I use my ST about 90% of the time for writing. I have tried most of the word processors available, and like WordUp and Word Flair for fancy layout and including graphics.

For fast output and just general writing, I still use Timework's WordWriter 2. It works, though it's a shame Timeworks hasn't seen fit to upgrade the product (or any of their other ST products—oh well).

DTP

With the upcoming upgrades to GDOS and the availability of UltraScript (Postscript interpreter), desktop publishing packages are going to have to be updated, and if Timework's doesn't get on the ball, their products will become hopelessly outdated. I would hate to see that happen, since, for my needs, Publisher is more than adequate and I don't look forward to learning a new package!


DataBasing

My fascination with databases stems from the fact that I love to dabble in programming, and the databases I use, such as Superbase Professional, sport powerful programming languages for generating custom applications. I use dBase III+ and FoxPro on my PC, and there is nothing to match them in the ST world (despite dBMan's claims to the contrary). But FoxPro works just fine under PC emulation, so why worry? Use the real thing—the power of some of the professional PC software is simply incredible (but then, so is the price!).

Another good example is Microsoft's Word for Windows, which runs under Windows 286 on the Supercrasher. This package does everything you can think of for a word processor, right down to generating indices. If you think of something it can't do, it has a macro language that will let you program just about anything you want, and then put a menu item up so that you can activate it with the mouse. This package weighs in at \$450—but I think it's worth it for a serious writer.

Well, it looks like I am out of room for this month. I didn't get everything said, but there's always next month. So remember, if your AIM is good, you'll always be Right on Target.

New Book by Ralph Turner! Covers hard drive management & optimization, IBM emulators, connecting a 5 1/4-inch floppy drive, assembling a hard drive system from inexpensive components, disk structure and file recovery, SCSI ID numbers and LUN IDs, sector and file editing, binary, hexadecimal and decimal codes, ASCII file problems, escape codes, miscellaneous tips, and much more. No programming knowledge required. (Also available: *The Atari ST Book*) \$16.95 + \$2.00 shipping (Canada: \$2.50). Check, Money Order, VISA or MasterCard. Index Legalis, Post Office Box 1822-62, Fairfield, IA 52556. Phone: (515) 472-2293

Intermediate and Advanced
Atari ST Subjects

by Ralph C. Turner

American Techna-Vision

For Orders Only - 1-800-551-9995

CA. Orders / Info. - 415-352-3787

1050 MECHANISM

Factory fresh TANDON mechs. make difficult repairs a snap. Units are complete with Head, Stepper, Spindle motor, belt etc. Just plug in, no difficult alignments or adjustments required.

\$47⁵⁰

POWER PACKS

Exact replacement transformer for 800/400, 1050 810, 1200XL, 850, and XF551 units. Part #CO17945.

\$14⁵⁰

XL/XE SUPPLY

Power Pak for 800XL, 800XL 130XE, 65XE & XE Games.

\$25⁰⁰

KEYBOARDS

New and complete subassembly. Easy internal replacement.

130XE/65XE **\$35.00**
800 **\$40.00**
800XL **\$29.50**
400 **\$12.50**

XL 40 PIN LSI CHIP SET

A Complete set of 40 Pin Large Scale Integrated Circuits for your 800XL, 600XL or 1200XL computer.

Great for quick repair! Set contains one each of the following: CPU, GTIA, ANTIC, PIA and POKEY.

\$16⁹⁵

800 4 PIECE BOARD SET

Includes Main Board, Power Supply Assembly, CPU Module and 10K Revision B Operating System Module. All boards are new, tested and complete with all components. \$28.50

800/400 MODULES

NEW PARTS COMPLETE WITH IC'S
• CX853 16K RAM Module \$9.50
• 800/400 CPU with GTIA \$8.75
• 800 10K "B" OS MODULE \$8.75
• 800 POWER BOARD \$14.50
• 400 POWER BOARD \$14.50

INTEGRATED CIRCUITS

• CO14795 .. \$4.50	1050 IC'S
• CO14805 .. \$4.50	• U7 - 6532 \$4.50
• CO12296 .. \$4.50	• U8 - 6810 \$4.50
• CO10745 .. \$4.50	• U9 - 6507 \$4.50
• CO14377 .. \$4.50	• U10 ROM \$19.50
• CO60472 .. \$4.50	• U13 2793 \$19.50
• 6532 .. \$4.50	• U5 LM2917 \$8.50
• CO12399B \$4.50	• 5713 \$5.25
• CO12499B \$4.50	• 2793 FDC \$19.50
• CO14599B \$4.50	1050 Track Zero
• CO14806 .. \$4.50	Sensor Assy. \$8.50
• CO10750 .. \$4.50	
• CO10444 .. \$8.50	850 INTERFACE
• CO60302 \$9.50	12 Piece Chip set.
• CO21697 \$15.00	Includes all plug in
• CO61991 \$15.00	IC's except ROM.
• CO61598 \$20.00	Replacement fixes
• CO25953 \$9.95	vast majority of 850
• CO24947 \$15.00	failures \$19.50

BOOKS

Mapping the Atari (XL/XE) \$24.95
Mapping the Atari (800/400) \$18.95
Compute's First Book of Atari \$12.50
Compute's Third Book of Atari \$12.50
First Book of Atari Graphics \$12.50
2nd Book of Atari Graphics \$12.50
Electronic Computer Projects \$9.95
XE Users Handbook \$21.95
XL Users Handbook \$21.95
Assembly Language Guide \$21.95
Using Newsroom \$19.95
Your Atari Computer \$17.95
Programmers Ref. Guide \$14.95
HackerBook Tricks & Tips \$5.00
Write Your Own Games \$5.00
How to 6502 Program \$5.00
Basic Reference Manual \$5.00
Basic Playground Workbook \$5.95

BOOKKEEPER & KEYPAD

You get both Atari's 8 bit professional bookkeeping system and the handy CX85 numeric keypad for one low price. Packages Factory sealed

\$19⁹⁵
4 DISK SET

VISCALC SPREADSHEET

Unleash the computing power of your 8 bit Atari with Visicalc. Compute everything from home finances to high powered financial projections. Hundreds of uses.

\$19⁹⁵
DISK

Super DataBase 1-2-3

INNOVATIVE PRODUCT CREATES AMAZING DATABASE APPLICATIONS EVEN IF YOU HAVE NO PROGRAMMING SKILL. ONCE YOU CREATE A PROGRAM WITH SUPER DATABASE IT BECOMES A STAND-ALONE APPLICATION THAT RUNS ON ITS OWN. "GENERATE" YOUR OWN PROGRAMS TO KEEP TRACK OF EVERYTHING.

INCLUDES 137 PAGE MANUAL - 3 DISKS **\$59⁹⁵**

PRODUCTIVITY SOFTWARE

• Small Business INVENTORY \$14.95
• AUTO MAINTENANCE \$14.95
• REAL ESTATE RECORDS \$14.95
• MEMBERSHIP RECORDS \$14.95
• APPOINTMENT PLANNER \$14.95
• HOME INTEGRATOR \$17.95

AMERICAN EDUCATIONAL

A+ SPELLING (4 DISKS) \$19.95
A+ LEARN TO READ (3 DISKS) \$19.95
A+ READING Comprehension \$19.95

PR: CONNECTION

SERIAL / PARALLEL INTERFACE FOR CONNECTING MODEMS AND PRINTERS \$62.00

MISCELLANEOUS

600XL 64K UPGRADE KIT \$29.95
13 PIN SERIAL I/O CABLE \$4.50
SPECIAL - 3 I/O CABLES FOR \$10.00
ACE JOYSTICK \$7.95
U.S. DOUBLER \$27.50
400 BOARD SET (w/o Kybd) \$22.95
PADDLE CONTROLLERS \$9.95
REV. "C" BASIC ROM IC \$15.00
RAMBO XL w/o RAM IC's \$27.50
850 or PR MODEM CABLE \$14.50
850 or PR PRINTER CABLE \$14.50
8-BIT MONITOR CABLE \$9.95
PRINTER INTERFACE \$43.95
I/O 13 PIN PC CONNECTOR \$4.50
800XL RF MODULATOR \$9.50
ANIMATION STATION \$74.95
SUPRA 2400 BAUD MODEM \$124.95

CARTRIDGES

For XL's/XE's 800/400

PAC-MAN Cartridge \$4.00
DONKEY KONG Cartridge \$5.00
DELUXE INVADERS Cartridge \$4.00
STAR RAIDERS Cartridge \$5.00
JOURNEY TO THE PLANETS Cart. \$4.00
BARNYARD BLASTER Cartridge \$19.50
BALLBLAZER Cartridge \$17.50
GATO Cartridge \$19.50
ONE ON ONE BASKETBALL Cart. \$17.50
NECHROMANCER Cartridge \$17.50
FOOTBALL Cartridge \$14.95
STAR WARS - Return of the Jedi \$9.95
GORF Cart. 800/400 Only \$4.00
MILLPEDE Cartridge \$10.00
PLATTER MANIA Cart. by Epyx \$7.50
CAVERNS OF MARS Cartridge \$12.50
PENGU Cartridge \$12.50
EASTERN FRONT Cartridge \$12.50
TURMOIL Cartridge \$15.00
ADVENTURE CREATOR Cartridge \$12.50
SILICON WARRIOR Cartridge \$12.50
MATH ENCOUNTER Cartridge \$12.50
BASIC LANGUAGE Cartridge \$15.00
Editor/Assembler Cart. (No Manual) \$9.95
PILOT LANGUAGE PACKAGE \$17.50
SPARTADOS-X Cartridge \$59.95
ACTION O.S. Cartridge \$19.95
ACTION TOOL KIT DISK \$19.95
ACTION RUN TIME (DISK) \$19.95
MAC-65 O.S. Cartridge \$55.00
MAC-65 TOOL KIT DISK \$19.95
BASIC XE Cartridge \$55.00
R-TIME 8 Cartridge \$47.95
EXPRESSI New Cartridge version \$67.95

SPINNAKER EDUCATIONAL CARTRIDGES

KINDERCOMP Cartridge \$8.75
FRACTION FEVER Cartridge \$8.75
FACEMAKER Cartridge \$8.75
ALPHABET ZOO Cartridge \$8.75
UP FOR GRABS Cartridge \$8.75
ALF IN THE COLOR CAVES Cart. \$8.75
DELTA DRAWING Cartridge \$8.75
STORY MACHINE 800/400 only \$8.75
LINKING LOGIC (Fisher-Price) Cart. \$8.75
GRANDMA'S HOUSE (Disk) \$8.75

HOT DISK TITLES

BEST SELLERS / LOW PRICES

GAUNTLET (64K) \$12.50
SUMMER GAMES BY EPYX \$4.75
GUITAR WIZARD \$14.95
BLAZING PADDOLES (Graphics) \$14.95
GHOSTBUSTERS \$9.95
SEVEN CITIES OF GOLD \$9.95
LORDS OF CONQUEST \$9.95
ONE ON ONE BASKETBALL \$9.95
RACING DESTRUCTION SET \$9.95
VIDEO TITLE SHOP (64K) \$12.50
CHESSMASTER 2000 \$12.50
ALTERNATE REALITY THE CITY \$12.50
ALTERNATE REALITY DUNGEON \$12.50
TOMAHAWK (64K) \$12.50
PINBALL CONSTRUCTION SET \$12.50
221-B BAKER STREET (64K) \$12.50
MUSIC STUDIO \$12.50
MUSIC CONSTRUCTION SET \$12.50
F-15 STRIKE EAGLE \$14.95
TOP GUNNER COLLECTION \$14.95
SILENT SERVICE \$14.95
KENNEDY APPROACH \$14.95

•• INFOCOM ••

WISHBRINGER \$14.95
MOONMIST \$14.95
SPELLBREAKER \$14.95
SEA STALKER \$14.95
HOLLYWOOD HIJINX \$14.95
PLANETFALL \$14.95
INFIDEL \$14.95
LURKING HORROR \$14.95
CUT THROATS \$14.95
BALLYHOO \$14.95
SUSPENDED \$14.95
ZORK I \$14.95
DEADLINE \$19.95
FOOLBUSTERS \$12.50

DISK BARGAINS

SUMMER GAMES BY EPYX \$4.75
MOONSHUTTLE \$4.95
SPIDERMAN \$4.95
ULYSSES & THE GOLDEN FLEECE \$4.95
HUMAN TORCH & THE THING \$4.95
TECHNA-COLOR DREAM \$4.95
ALIEN AMBUSH \$4.95
REAR GUARD \$4.95
ROCKET REPAIRMAN \$4.95
SPEED KING \$4.95
PATHFINDER \$4.95
STRATOS \$4.95
WOMBATS 1 \$4.95
FREAKY FACTORY \$4.95
ZORRO \$9.95
CROSSCHECK \$7.50
THE GAMBLER \$7.50
MASTER CHESS Disk \$5.00
L. A. SWAT \$7.50
WOMPER STOMPER Disk \$9.95

Disks-XL's/XE's/800

GAUNTLET (64K) \$12.50
Deeper Dungeons (Req. Gauntlet) \$16.95
INFILTRATOR (64K) \$16.95
TRAILBLAZER by Mindscape \$16.95
NEWSROOM (1050, XF551, 64K) \$13.50
CROSS COUNTRY ROAD RACE \$12.50
GHOSTBUSTERS Disk \$9.95
SEVEN CITIES OF GOLD \$9.95
RACING DESTRUCTION SET \$9.95
ONE ON ONE BASKETBALL \$9.95
LORDS OF CONQUEST \$9.95
F-15 STRIKE EAGLE \$9.95
TOP GUNNER COLLECTION \$14.95
SILENT SERVICE Disk \$14.95
KENNEDY APPROACH Disk \$14.95
NATO COMMANDER Disk \$14.95
S.A.T. MATH \$17.95
S.A.T. VERBAL \$17.95
VISCALC Spreadsheet \$19.95
FORT APOCALYPSE Disk \$7.50
ELECTRA-GUIDE Disk \$7.50
MIND MAZES (Educational) \$7.50
FAMILY FINANCE Disk by Atari \$9.95
COUNTING & ADDING with Tink \$9.95
VIDEO VEGAS Poker & Slots \$9.95
ACTION BIKER \$8.75
KICK START \$8.75
MONEY TOOLS (Financial Utility) \$9.95
DIG DUG Disk \$9.95
PUZZLE PANIC Disk by Epyx \$9.95
CESTE LA VE Disk \$9.95
OJIN EMERALD (Jr., Adv.) \$9.95
MOVIE MAKER (Graphics) \$9.95
FINANCIAL COOKBOOK \$9.95
SONG WRITER \$9.95
PREPPIE and PREPPIE II (2 GAMES) \$12.50
BUCKAROO BANZI \$12.50
WARGAMES (Based on the Movie) \$12.50
DAY AT THE RACES (Horse Race) \$12.50
CHESSMASTER 2000 \$12.50
PINBALL CONSTRUCTION SET \$12.50
TEDDY BEAR Rainy Day Games \$12.50
BRIDGE 4.0 \$12.50
PEGAMMON \$12.50
MUSIC STUDIO \$12.50
MUSIC CONSTRUCTION SET \$12.50
HOTEL ALIEN \$12.50
FOOLBUSTERS Disk / Board Game \$12.50
CASTLE WOLFENSTEIN Disk \$12.50
BEYOND CASTLE WOLFENSTEIN \$12.50
TEMPLE OF APSHAI \$12.50
ALI-ANTS Disk \$12.50
MOUSE QUEST Disk (64K) \$12.50
ELECTRONIC DRUMMER Disk \$12.50
STOCK MARKET Game \$12.50
PIRATES OF THE BARBARY COAST \$12.50
NICKERBOCKER Disk \$12.50
BOULDER DASH Construction Set \$12.50
12 SCOTT ADAMS ADVENTURES \$12.50
GOLDEN OLDIES (4 Classic Games) \$9.95
MIND SHADOW Adventure \$14.95
HACKER Adventure by Activision \$12.50
SEA STALKER Adventure \$9.95
CONFLICT IN VIETNAM \$14.95
DECISION IN THE DESERT \$14.95
CRUSADE IN EUROPE \$14.95
SPITFIRE ACE \$14.95
GUITAR WIZARD (Music Tutor) \$14.95
BLAZING PADDOLES (Graphics) \$14.95
CUT & PASTE W.P. Disk \$17.50
A+ LEARN TO READ (6 Disk Sides) \$19.95
SCHEMATIC DESIGNER \$24.95
THE SCANALYZER \$29.95
Advanced Protection Techniques \$24.95
BASIC TURBOCHARGER \$23.95
YOUR ATARI COMES ALIVE \$23.95
SPARTADOS CONST. SET \$27.50
SPARTADOS Tool-Kit \$27.50
LJK DATA PERFECT Database \$24.95
PRINT SHOP \$39.95

SSI QUALITY SIMULATIONS

SSI Rebel Charge at Chickamauga \$14.95
SSI SHILOH \$14.95
SSI THE ETERNAL DAY \$14.95
SSI BATTALION COMMANDER \$14.95
SSI PANZER GRENADIER \$14.95
SSI FIELD OF FIRE \$14.95
SSI WIZARDS CROWN \$14.95
SSI GEMSTONE WARRIOR \$14.95
SSI PHANTASIE II \$19.95
SSI WARSHIP \$19.95
SSI WARGAME CONSTRUCTION SET \$14.95

DATASOFT DISKS

VIDEO TITLE SHOP 3 DISK BONUS PACK
Contains VTS + 2 Companion Disks \$14.95
ALTERNATE REALITY (The City) \$12.50
ALTERNATE REALITY The Dungeon \$12.50
SARACEN Disk \$9.95
GUNSLINGER Disk (64K) \$9.95
TOMAHAWK Helicopter Game 64K \$12.50
THEATER EUROPE War Game \$12.50
BRUCE LEE Disk \$12.50
MERCENARY Disk \$12.50
MERCENARY 2ND CITY DISK \$12.50
THE GOONIES Disk \$12.50
CONAN Disk \$12.50
221-B BAKER STREET (64K) \$12.50
221-B BAKER ST. Case Library 1 \$9.95
221-B BAKER ST. Case Library 2 \$9.95
Napoleon in Russia (Borodino 1812) \$12.50
BISMARCK \$12.50

CALL TOLL FREE

1-800-551-9995

IN CALIF. OR OUTSIDE U.S.

CALL 415-352-3787

AMERICAN TECHNA-VISION

Mail Order: 15338 Inverness St., San Leandro, Ca. 94579

Sales Office: 2098 Pike Ave., San Leandro, Ca. 94577

Terms: NO MINIMUM ORDER. We accept money orders, personal checks or C.O.D.s. VISA, Master/Card okay. Credit cards restricted to orders over \$18.50. No personal checks on C.O.D. - Shipping: \$4.00 shipping and handling on orders under \$150.00. Add \$3.30 for C.O.D. orders. In Canada or P.R. total \$7.00 for shipping and handling. Foreign shipping extra. Calif. residents include 7 1/4 % sales tax. All products new and guaranteed. All sales final. Send S.A.S.E. for free catalog.

Prices subject to change without notice. Atari is a reg. trademark of Atari Corp.

Summer CES 1990

Bob Retelle (MACE,WAUG)

The 1990 Summer Consumer Electronics Show was held in Chicago the weekend of June 2nd. While there were games and gadgets galore, there was really very little of interest to an Atari computer owner.

Atari Corp. was there, but even though their booth was identified with large signs reading "Atari Computer," the content of the booth was primarily games (featuring the Lynx) and the Portfolio. June 2 at CES was the U.S. introduction of the STe, but while there were STes there, they were pretty much ignored.

CompuServe Sysop Ron Luks reported that he had to ask five Atari representatives if the STe was there before he found one who even knew if they had them. Then when he asked the person in the Atari "uniform" at the STe a question about the machine, he was told "I don't know anything about these. I'm just playing a game."

Most of the STes I saw were playing games as well. In fact, I almost missed the fact that there were STes there at all, until I noticed that the XE Game System Light Guns were plugged into the left side of the STs. Unless you *already* knew that's where the new game controller ports are on the STe, you'd never know there was anything new or different about the machines. There were *no* signs or displays that said "NEW! STe!" or "Introducing the Hot New STe!" or "Atari makes *real* Computers," or anything at all.

One of the STs even had a Sup-

ercharger hardware IBM emulator hooked up to it, but most of the time I saw it, it was playing games too.

Again, there were no signs to indicate the Atari computer line could emulate MS-DOS machines or anything to catch the interest of passing show attendees. If attendees thought anything about it at all, they probably thought it was a modem. Most of the people passing by no doubt went home never knowing one of the great strengths of Atari machines is their ability to emulate other computers. All it would have taken was a simple sign.

Advantage Package

In fact, the only signs near the STes said "Advantage," which had nothing at all to do with the long-awaited introduction of a new model of Atari computer. The "Advantage Package" is a promotion which Atari has been talking about for some time now, similar to the way Commodore markets the Amiga 500 and the way the 520ST has been marketed in Europe.

The package will bundle an Atari ST computer with a wide selection of popular software packages. Atari had apparently hoped to show the Advantage package at this CES, but from reports of people talking with Atari representatives at the show, it may be some time before we actually see this promotion because Atari still hasn't made up their minds as to what software and hardware will actually be included.

STe Shipping

The suggested retail price for the STe is \$699.95, and amazingly

enough, there are reports it is already being shipped and is showing up at Atari dealers now!

No 8-bits Present

That's about it for Atari computers in the Atari booth. There were no 8-bit computers on display at all, not even an XE Game System among the video games. One ST was connected to a MIDI keyboard, but I never did hear it playing anything.

There was no literature about Atari computers in the booth, and even though they had a fishbowl full of buttons that said "Atari Advantage," there was no literature about the package. If I'd been a computer dealer looking for new products to sell, I'd have been underwhelmed by the presentation.

The Portfolio

The Portfolio was featured in the Atari booth, and the RAMcard drive made its first appearance. This device connects to an IBM system and allows the bigger computer to read the RAMcards written by the Portfolio. This allows easy transfer of data between the two systems. Also being shown was the new Portfolio transfer software for both IBM and Macintosh systems. Strangely enough, the first thing that caught my eye when I entered the Atari booth was the Macintosh computer running next to the Atari PC.

Atari announced three new ROMcards for the Portfolio—a File Manager, a set of DOS utilities and a Finance card. The File Manager will be shipped with new Portfolios, and will be available directly from Atari for only \$20.

It provides a window/menu

system to bypass the DOS command line interface and includes a comprehensive tutorial.

The DOS utilities ROMcard supplies over 78K of versatile batch files and includes a Public Domain telecommunications program. The Finance software performs statistical and financial operations and can apparently be used along with some of the built-in programs in the Portfolio. Both of these new ROM-cards carry a suggested list price of \$89.95.

The Lynx

The main focus of the Atari booth was games, in particular the Lynx. There were several stations with four Lynxes, some of which were "linked" to allow simultaneous multi-player games. Much of the crowding of the booth was due to showgoers bending over all these Lynxes. Atari announced several new games for the Lynx, two to be available this summer, and others later in the fall and winter. Also announced were several games for the 7800 and 2600 game machines.

One of the most prominent features of the Atari booth was a *huge* mockup of a Lynx, with a large screen TV as the display, running the Lynx TV ad.

Nintendo Dominates CES

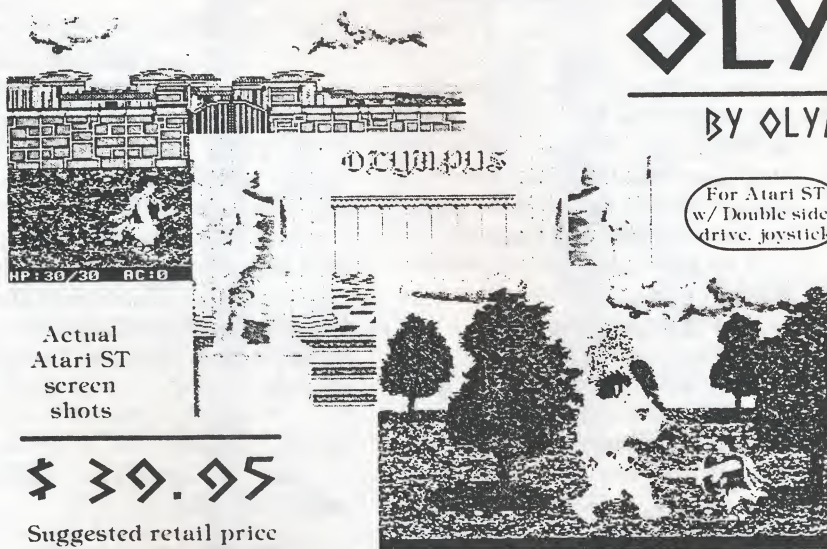
Outside of the Atari booth, it was easily apparent that the rest of the show, at least as far as the computer and games areas, belonged to Nintendo. In fact, it became a game in itself to find an aisle that didn't contain something referring to Nintendo.

Nearly every software company was converting their games for Nintendo, both the home system and the Gameboy. For example, *Heroes of the Lance*, *Ultima IV*, *The Bard's Tale*, *Silent Service*, *Miner 2049er*, *Lode Runner*, *Shanghai*...well, you get the idea. I even heard a rumor someone was converting M.U.L.E. to Nintendo, to use their new 4-player controllers, but I wasn't able to get anyone to confirm that. There were so many new games for the Nintendo systems that I literally lost count. It's obvious Nintendo has the full and enthusiastic support of the third-party segment of the game marketplace.

No STs at Third Party Booths

That leads to an interesting observation I made during the first day of the show, and confirmed during the second. Three years ago, nearly every booth was demonstrating their games on Amigas, IBMs, Commodore-64s, and Atari STs. Two years ago, some of the companies were still demonstrating on STs. This year, *none* of the booths had *any* Atari STs at all. There were still Commodore-64s, but the STs have disappeared. It provided a somewhat graphic picture of the kind of confidence the third-party market has in Atari Corp.

Some companies are still doing conversions for the ST, even if they didn't feel it worthwhile to demonstrate them to potential buyers. I talked with Peter Molyneux, the designer of *Populous*, in the Electronic Arts booth. He was demonstrating his new game, *PowerMonger*, which is a lot like *Populous*, only taken several steps further. The version he was showing



Actual Atari ST screen shots

\$ 39.95

Suggested retail price

For Atari ST w/ Double sided drive, joystick

Check your nearest dealer or send [check/ m.o.] \$39.95 +\$ 4.00 shipping:

OLYMPIAN SOFTWARE
79 FOREST AVE • ALBANY, NY 12208

Dealer inquiries: Paradise Bay Computer Services, 28 Normanside Dr., Albany, NY 12208 • (518) 482-7149
Atari, Mega, and ST are registered trademarks of AtariCorp.

©Copyright 1990
Olympian Software

An epic quest for a legendary treasure. You will travel to over 600 graphically detailed locations in your search for the Golden Fleece - only its healing powers can save the dying Princess Eleni. You will fight detailed, animated monsters such as Minotaurs and the Medusa. Digitized audio and real-time arcade sequences!

was running on an IBM, but he said an ST version should be available by September.

Lord British

Richard Garriott, "Lord British" himself, from Origin Systems showed us the latest in the Ultima series (Ultima 30, I think it was), along with some very loud demonstrations of other games Origin is working on, including the first in the "Worlds of Ultima" series.

Worlds of Ultima is a game design system that will allow Origin to produce more games in a shorter period of time. The first in the new series is "The Savage Empire" which will use the same icon driven interface they developed for Ultima VI, and will involve the same kinds of characters, but in a completely different setting. This one takes place in a jungle world full of dinosaurs, high priests, jungle princesses and lost underground cities. Now available only for IBM systems, Garriott told me they're looking for people who can do conversions for other systems, including the ST.

[Ed Note: Virgin Mastertronic was also demonstrating a game called "Wonderland," based on Lewis Carroll's Alice in Wonderland. Designed by the same people who brought us The Pawn, Wonderland takes graphic/text adventures to a whole new level. A window-based, point and click environment with built in hints and auto-mapping, coupled with excellent animated graphics, makes Wonderland a standard by which future graphic/text adventures will be judged. Though demoed on an IBM, Wonderland is available for the Atari ST.]

A "famous person" who was attracting a lot of attention at the show was Bart Simpson. One of the hottest licensing properties now, there were Bart Simpson telephones, Simpsons Nintendo game cartridges, handheld Simpsons video games, watches and one trade magazine even mentioned Simpsons "action figures." I dropped one of my business cards in a fish-bowl, but didn't win the Simpsons T-shirt that one company was offering, darn!

The New NEC Handheld Game System

On a more serious note, one of the most interesting things I saw at this CES, and something that is destined to spell trouble for Atari Corp. was the new handheld NEC video game system. Based on its "Turbo-Grafx 16" video game machine, the new handheld game system is sure to give the Lynx a run for its money.

The color LCD screen is smaller than the Lynx, but the picture is sharp and bright and has five times the resolution of the Lynx. Essentially, it's like seeing an Atari ST low-resolution color display on a 1-1/2 by 2 inch screen, except that the NEC can display up to 256 colors at once.

Probably the greatest strength of this new handheld game is that it uses the *same* game cartridges that the home NEC game unit does. This means you won't

have to go out and buy a new version of the same games you have at home, like you do with the Lynx and Gameboy.

It also means—unlike the Lynx, which still has only six games available for it six months after its introduction—the NEC handheld will have the entire library of NEC games available immediately. Since different versions won't have to be developed for the handheld, new games should be easier to develop, and should appear more quickly, too.

As if it didn't already have enough going for it, the NEC handheld video game will also have an optional TV tuner that plugs in and allows you to use the game as a high quality handheld color television set. The picture was very bright, and even in the electronic jungle of CES the reception was extremely clear. In fact, it looked better than some of the dedicated handheld color portable TVs I saw at other booths.

The price on the NEC handheld video game system will be higher than the Lynx, but not by much. It's expected to retail for about \$220, and will be available in the US by Thanksgiving. Atari Corp has about that long to get the Lynx established, and to get more games out for it. Unless they do, their own slogan, "Game's Over, GameBoy," may end up being turned around into "Game's Over, Lynx."

MEMORY UPGRADES

FOR ATARI ST & MEGA II

	4 MEG	2.5 MEG	2 MEG	1 MEG
MEGA II	255.00	*	*	*
1040 ST	465.00	255.00	*	*
520 ST ^{FM}	465.00	255.00	*	95.00
520 ST	465.00	*	255.00	95.00

Prices include RAM chips, installation, 6 month warranty! 24 Hrs turn around for mail orders, or 'while you wait' for carry in.

Don't take chances with solderless RAM upgrades. We use soldering on all connections of our upgrades to insure long lasting quality of contacts.

Memory Upgrade prices are subject to change due to market fluctuations. For more information and latest prices please call:

COMPUTROL INDUSTRIES

35-28 33rd STREET
ASTORIA, NY 11106
(800) 477-2131
(718) 626-2400
Fax: (718) 626-Fax-Fax
((718) 626-3293)

Boost productivity and processing power of your ST with Turbo 16 Accelerator.....299.95

Automatically set system time and date with internal real time Clock/Calendar.....59.95

For maximum storage capacity and flexibility get internal or external Single to Double Sided Drive upgrade.....115.00

MasterCard

VISA

BASICALLY SPEAKING

8-bit ATARI BASIC MADE

Jeff Summers (ACORN)

This month we will tackle a common question, namely "How do I get this (data, information, text, you name it) on the printer instead of the screen (or on a disk file, sent to my Watusi device, or whatever)?" To answer this question, we must first understand how the computer transmits information to devices.

Devices

From BASIC, the computer treats virtually all devices the same. This is because BASIC uses the Central Input Output (CIO) portion of the operating system. CIO is probably the greatest invention since sliced bread, and it works like this: No matter what device you are sending your information to or getting your information from, you access CIO the same. There is no difference in the process of printing to the printer or

the screen, reading from the keyboard or the cassette, putting bytes to the modem or the Watusi. All devices work the same.

This would seem like something that most systems would use—a sort of "universal interface" for input and output that is not device dependent, so you don't have to write different programming instructions if you want the information to possibly go to several different devices. Unfortunately, this is not the case.

Even the ST is brain damaged and requires some variations in coding. Don't mention Apple or Commodore, their systems are abysmal.

So, our 8-bits have an operating system with a stroke of genius. How do we access this? By using OPEN, PRINT #, CLOSE, GET and PUT, of course. Briefly, there are eight channels of input/output through CIO. Channel 0 is reserved for the screen editor, channel 6 for graphics, and channel 7 for saving and loading. Use at

your own risk. Channels 1-5 are available for your programming pleasure and are used like this:

```
10 PRINT "Where do you want the
text?"
20 DIM A$(20):INPUT A$
30 OPEN #1,8,0,A$
40 PRINT #1;"In the Beginning there
was the Word..."
50 CLOSE #1
60 END
```

The first two lines ask where the output is to be directed and gets the answer in A\$. Line 30 opens channel number 1 for output to whatever A\$ might happen to be:

P: = Printer
E: = Screen Editor
S: = Screen
R: = RS232 port if device handler loaded
W: = Watusi device if device handler loaded, etc.

Line 40 dumps the characters to the device and line 50 closes the channel, freeing it up for you to use for a different device later.

AIM Subscription Form

Name: _____

Address: _____

City: _____ State/Country: _____

ZIP: _____ Phone: _____

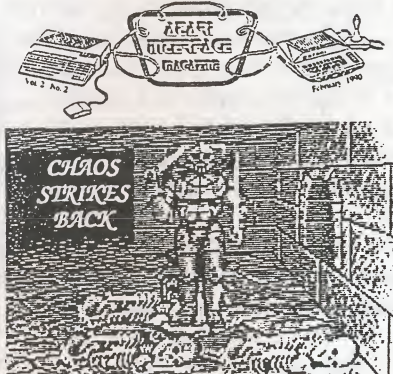
Please enter my subscription for

☐ One Year (12 issues) ☐ Two Years (24 issues)

Subscription rates: U.S. — \$18 for 1 year, \$32 for 2 years
Canadian — \$30 for 1 year, \$55 for 2 years
Foreign — \$36 for 1 year, \$65 for 2 years

Please make check or money order payable in U.S. funds to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

\$2.50



Atari Support In the Motor City
Me and My Husband's ST
The Basics of BASIC
Phantom Drives and the SH204
Barry Manilow and the
Atari Computers

Reviews of
BeckerCAD ST
QuickST 1.8
Shufflepuck Cafe
Crossword Magic 4.0
Indiana Jones and the
Last Crusade
and MORE!

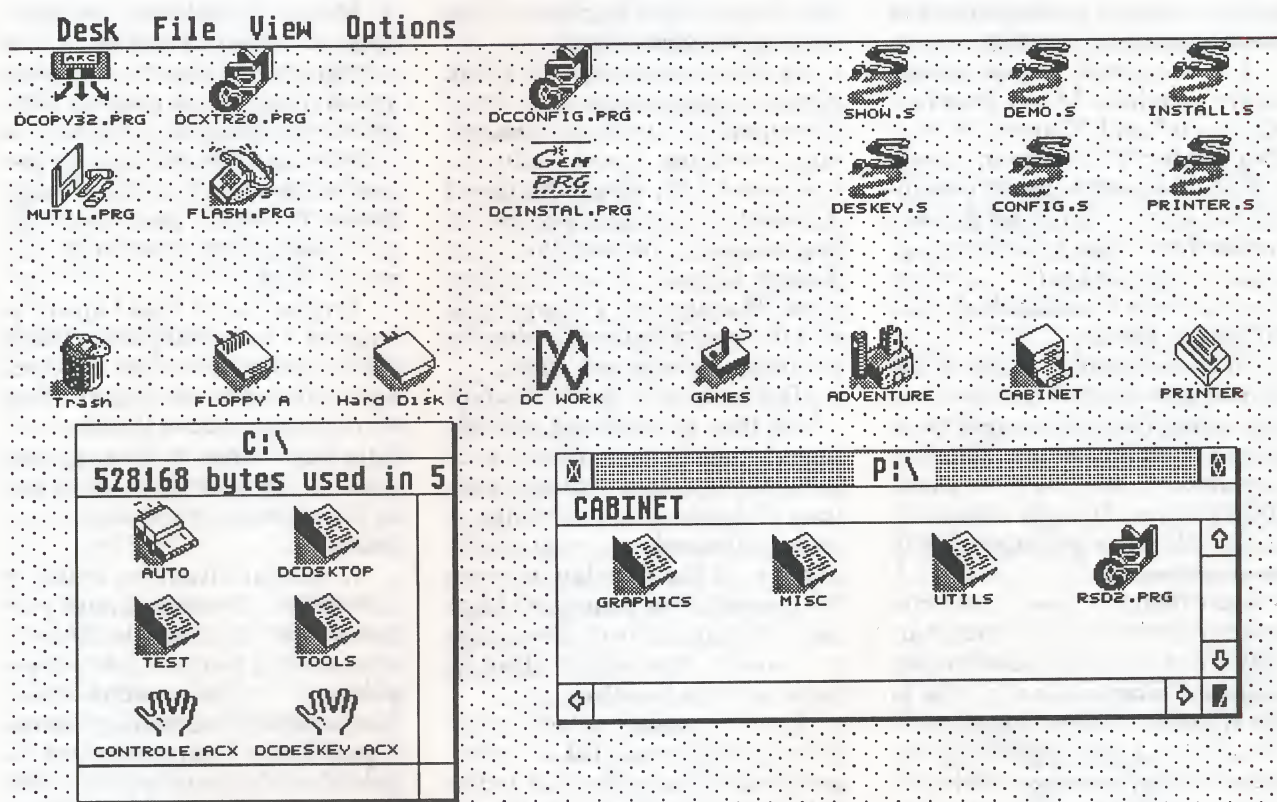
NEW

DC DESKTOP

"The GEM Desktop just got better"

Enhance, don't replace!

- Place icons directly onto the desktop
- Display unique icons for all files and drives
- Store frequently used files and programs in our exclusive CABINET virtual disk drive
- Display NEOchrome, Degas, Spectrum and other pictures with no Install Application
- View files at the desktop with an enhanced SHOW routine (with mouse control!)
- Replace the desktop with a pattern or picture
- Recover files from the trash
- Printer spooler and icon (to drag files to)
- Works in all resolutions
- Drop down menu commands via keystrokes
- Load different desktops with a keystroke
- Comes with Quick ST 2.0 demo, a command line interface, bootup selector, icon editor
- Special hooks let RAM resident programs be called with one key from DC Desktop
- Completely modular and memory resident – only use what you want!
- Much more



100% pure assembly language

(Actual screenshot)

\$39.95



*Double
Click
Software*

Double Click Software P.O. Box 741206
Houston, Texas 77274

Available now at your local dealer.
COD and credit card orders welcome. Mail orders add
\$2 postage and handling (Foreign orders add \$5).
Texas residents add 8% sales tax.

Free updates! Each order includes a surprise gift!

Phone orders: (713)645-3759
Support BBS: (713)944-0108

The British Connection

Robert C. Arp, Jr.

Apparently, all but two American ST magazines are dead. One of them has not yet been buried, but I've not seen life within its pages for many months. British ST magazines, on the other hand, are now prevalent; I purchase three of the four available monthly.

I have recently begun to regularly purchase "Atari Interface Magazine" and "Current Notes" also. As for "ST Informer," which is sort of a newspaper, I've subscribed to it since its inception. I watched the other American magazines come and go. And there was one from Canada which took my money and ran.

In the beginning, many of the ST mags attempted technical article series, but none carried those attempts beyond a few introductory articles. Because I was a new 1040ST owner, I bought them all in order to become acquainted with the machine.

I did learn a few facts from some of those earlier technical articles, but most of them simply rehashed information available in the Atari developer documentation. I could not appreciate the programming language articles for their language specific value because I had learned to use every available ST language in classroom environments.

Nevertheless, I dutifully purchased each new issue and all available back issues of those magazines. I am not so confident about my own knowledge that I can afford to doubt the possibility of learning from someone else. A

thought here, an idea there, a misunderstood concept clarified now and then—these made the purchases worth the money.

I've probably learned more about the ST by using the libraries and bulletin boards on GENIE than I learned by reading ST magazines, but I must say the quality of technical information presented in the British magazines is generally better than any other source.

In the main, however, I find American technical books to be of finer quality than those from foreign countries. Specifically, the Compute! AES, VDI, TOS, C and Assembly language books are the best available; the exception is the Bantam C book. As for the Compute! ST magazine, I'd say that it was the best of its kind, during the period it was being published.

The problem is that books take a long time to write and publish. In fact, I don't know of any publisher that would accept an American ST book—self-publishing is probably the only means available. Because of the time lag between the conception of an author's ideas and the availability of those ideas to readers, the information in books tends to be dated.

In every technical field, magazines and journals fill the information gap during the book writer to book reader time lag. And that's the British connection. At present, it is their magazines that have assumed the role—to some extent.

Too many British readers object to technical information in their "games" magazines. Of course, they don't realize the games they love to play are doomed to mediocrity if programmers have no information media. I wonder if Am-

erican users yet realize that it has already happened here?

The dilemma is easily stated and easily resolved. Users need and want new programs. Programmers need and want new information so they can write those programs. New information is exchanged via technical articles in magazines.

Magazine publishers can afford to print technical articles only if enough people buy the magazines which contain those articles. There are few programmers compared to users. There are not enough programmers to support those magazines. Therefore, users must support them, if they are to be supported at all.

Programmers could afford to support a technical publication if their expenses could be recouped via software sales. But ST users want power without the price. Pirates want it free. In the end, users possess the most clout, so an end to the dilemma depends on user action.

A similar situation exists in universities. Professors must publish in order to maintain information media, but too few people purchase the publications. Therefore, academic writers (or their collegiate departments) must pay the publishers the cost of printing each article. In this case, the users are taxpayers who must pay for living in an advanced society.

Am I now hinting that ST users must pay for an ST programmer's information medium? No, I'm not hinting, I'm telling it like it is. If ST users want to enjoy an advanced computing environment, then, one way or another, they must pay for the privilege.

Ralph C. Turner's Intermediate and Advanced Atari ST Subjects

John Slade (SPACE)

If you only use your ST for playing games, you don't own a second disk drive, you have never even considered getting a hard drive, and could care less how the computer gets its information to run those wonderful programs, then save your book money for another game.

Everyone else who owns an ST, or even an IBM user for that matter, who wants to know something about how files are stored on floppies and hard drives should go right out and buy this book.

Atari Subjects

Mr. Turner's book is truly the best compilation of general information on the workings of file storage and retrieval and disk drives themselves that I have ever read. And best of all, it is written on a level that anyone can understand.

Turner begins the book with the basics—explaining what binary code, ASCII, Hexadecimal and decimal mean, and how they relate to saving files to disk. From there, he goes into the formatting of disks, how the computer knows where the files are on the disks and the recovery of deleted files.

Another plus for this book is that the author not only lists commercial programs and utilities that

would be of help, but he also lists public domain programs that do the same or similar tasks.

If you are at all considering purchasing a hard drive for your ST, this book is an absolute must. Turner goes into all the basics of hooking up a hard drive, why you need a host adapter for the ST and the need for partitioning the drive into more than one logical drive. He also details the setup procedure for the ST and the various ways you can boot your system with the hard drive.

Writing Style

What is really wonderful about this book is the clear manner in which the author explains such advanced topics as the affect on disk access time of interleave, why file fragmentation will seriously slow your once fast hard drive and disk caching—to list a few.

He even details his experience in setting up a hard drive system from scratch. Although Turner points out that this book is not a cookbook for all systems, it will give you a good idea what you are getting into if you want to set up your own hard drive.

Another topic many will find important is hooking up a 5-1/4 inch floppy drive and the use of this drive with an IBM emulator such as Pc-Ditto II. The last chapter of the book is devoted to a variety of common problems and useful utilities for all users.

Many ST users will buy this

book as a primer on disk drives, but will end up putting it on their computer bookshelf as a handy reference guide.

About the Author: John Slade is an Air Quality Control Engineer with the Pennsylvania Department of Environmental Resources, and has been a member of SPACE for several years. He currently holds the position of Vice President in charge of Programming for the club.

Joppa
Computer Products

Order Line
(800)876-6040
US, PR, AK, HI
and Canada

Epyx 500XJ joysticks \$10 with any
Software Order

RAM Upgrades		ICD Hard Drives	
AERCO	\$125	Fast 30Mb	\$534
w/2Mb	275	Fast 49Mb	579
w/4Mb	420	Fast 60Mb	659
Xtra RAM	95	Fast 84Mb	699
w/2Mb	235	Fast 100Mb	938
Z-RAM 3D	105	Fast 120Mb	1099
w/2Mb	255	Fast 170Mb	1199
w/4Mb	395	28ms Hard Drives	
80ns Chips Used		Other Sizes Avail.	

2400 Modem, Cable, Software \$99

3909 Pulaski Hwy / Abingdon MD 21009

Shipping: 48 states, softw. \$3.50, hardware \$4.00, COD add \$4.00. AK/HI/PR call, APO/FPO/Canada min. \$6.00. Prices and product availability subject to change.

JCP Guarantee

We will beat any 'Currently' advertised priced on any domestic/foreign software title by \$1.00, call or write with your BEST price. We challenge you!

AtariWriter + X

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Ahh, the prez has nudged my elbow to remind me that I screwed up last month and wrote a poor excuse for an article. He is right, so I will get busy and meet my deadline with a proper bit of literary genius.

Mail Merging

Now where were we, oh yes, creating a file <pg 63> in Mail Merge with our scraps of paper that contain our publishers' addresses. Well, as a wise sage once said, "a file is a file." And so it is. What we will do is create a file in Mail Merge like we would create a file in AtariWriter+. Here we can be just as creative as before.

Please boot up and format a disk to which you will save your database files. With that done, select Mail Merge by gently depressing the [M] key. When all the noisemaking from the disk drive is done, a menu appears on the screen that we discussed last month in that terrible article I submitted.

Please lift that same finger you used before and depress the letter [C] for CREATE FILE. Wow! Check it out! Look at all that stuff! What you have on the screen is the Mail Merge format the good people at AW+ created for those of you that did not eat your powdered milk biscuits and are too shy to try something new.

The next step is to make this

format permanent. That is accomplished by gently lifting the aforementioned finger and pushing with sufficient strength on the [RETURN] key to get it to move down the screen to the bottom of the screen. In other words, bash that sucker fifteen times.

After all that exercising of your finger, the bottom of the screen should read: DEFINITIONS COMPLETE, Y/N. I am aware that there is no question mark to signal that this statement is a question, but it is one and requires that you type a [Y] or an [N]. Be brave and type [Y].

Oops, where did it go and why am I back to the menu? Well friends, you have just told your Atari that you are doing business in this format because you want to. Isn't it great to have that kind of power! Of course, unless you do it this way your computer will thumb its CPU at you and that is embarrassing.

"So What?" you say, "my finger is sore from bashing the return button!" Try [E] for EDIT FILE <pg 64>. See, it didn't go too far away.

Entering Text

Now get carried away and type in your last name: [B][U][N][K][Y]. Bash the old [RETURN] key. You did it! Go ahead and type in your first name, do the [RETURN] bit and continue on until you are at the end of the record format.

What's that you say, Bunky? You don't have a title. Skip it by doing the [RETURN] Rumba.

What do you mean you can't find it in the index? Never mind.

You can also move the cursor past an item by using the up and down arrow keys and through an item with the left and right arrow keys and the [TAB] key. The [DELETE BK/SP] can be used for editing a line when you goof.

Now that you are at the bottom, you must answer the non-question DEFINITIONS COMPLETE Y/N with a [Y], because if you don't you will have to do that last bit of typing all over again. *Please* remember that you *must* type in [Y] to save the current record to memory! Continue entering information about your publishers using the above directions.

Now, to Business!

Let's assume you have typed in all the information about your publishers, and you have faithfully typed in [Y] after each record when prompted. With all of these records stored in memory, now is the time to make them available for future use. Let's save them to that formatted disk.

This is done the same way you saved your files for AW+, hit [ESC] for the menu, then type [S] for SAVE FILE, type in your file name (such as PUBLIST) and [RETURN]. Ahh, the sweet whirr of the old 1050 saving the names of all those publishers waiting with baited breath to publish *your works of art*. Boggles the mind.

Well Bunky, what do ya say fella, shall we call it a day?

MAGICAL ANAGRAMS A BENTLEY BEAR TUTORIAL

Steve Volker (STAG)

Confusion in the Honey Pot

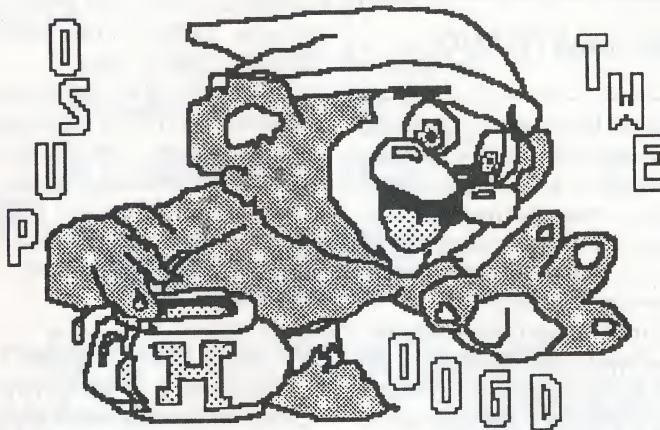
I can't tell you how hard it has been to write this article. I have to write a less than glowing review... for something *I really like!*

In almost every way, I found *Magical Anagrams* to be an excellent program for my eight-year-old child. It contains bright, pleasant and colorful graphics, it has a whimsical story base that gives the taste of adventure to the solving of difficult word puzzles, and it displays levels and score screens to give children rewards for their efforts and a reason to push themselves.

In fact, I have only one problem with it, but it's a big one! The interface between the child and the computer is imprecise, unresponsive, *very* difficult and takes away from the lesson! It goes like this...

You are visiting the mysterious Winter Palace. Inside, you find lots of exciting rooms to explore—each with its own treasure trove of gems, fruit and honey. The trick is to solve a two-word anagram, and collect your reward, before the sneaky, little white rat hauls off the entire cache. Simple in principle, though it requires a little thought. Perfect for a bright and 'bored' adolescent looking for a way to pass a few hours, right?

Well...to actually accomplish this, you must first use the mouse pointer to position Bentley Bear above the box where you want the next letter to go, then get the computer to recognize your choice with the left mouse button. Then,



directing the white arrow found in the upper, middle part of the screen, the child must select the next letter in the anagram. All before the rat gets to your treasure, which even on the slowest setting is only about 25 seconds!

If the words contain four letters each, the child would have to do this eight times, in less than 30 seconds, to 'win' the round. It is therefore, not a test of your mid-get's mental abilities, but rather an unforgiving assessment of how alacritous they are with a mouse! (Remember how difficult it was for you to learn?)

My little bit of sunshine, Teresa, is both smart and competitive, and she had little or no difficulty with the anagrams themselves, but to manipulate the mouse at such speeds and with software that only noticed you 'half-the-time', she soon grew very frustrated!

Then came the words (with sympathy), "Dad...I love you but...I don't want to play the computer anymore!" (The cruelest 13 words in all of fatherdom. This is instant shelf-life for any application!)

Despite this 'little' problem, *Magical Anagrams* is one of the

more imaginative programs in the Bentley Bear series.

The series itself has a lot going for it. I like the protective plastic covering, the bright packaging, the fact that either color or monochrome can be used, the handy and informative manuals and the way in which learning is initiated in the guise of fun. Oh, and I tried using a joystick instead of the mouse (much easier to move around quickly, sometimes), but... wouldn't happen.

Magical Anagrams comes on one single-sided disk, requires no special hardware, and boots out of an AUTO folder.

It has a separate program included to allow you to alter the words in the dictionary that will be shuffled around for the game. You can also edit a number of other parameters in the application, such as the number of items in each room, speed and repeat factors. (Maybe through user adjustments this game can become better.)

In short, put in a joystick driver or diminish the steps to enter your guesses, and my family will try it again.

Stik-Gripper

Get a Grip on Gameplaying

Bill Rayl (WAUG)

I've never been what you could call a gaming wiz. I enjoy playing a good, mindless arcade game now and again or wandering through the mazes in *Dungeon Master* and *Bloodwych*. But, I've never really been a "serious" gamer.

Of course, I can remember being drenched in sweat after a particularly long stretch of playing *Karateka*...and the time I leaned a little too far and fell right out of my chair while blasting aliens in *Galactic Conqueror*...and, of course, there's *MIDI Maze*!

More than one joystick has succumbed to the rigors of that game, and I can remember a few days of cramped hands and bruised

thumbs from *MIDI Maze* tournaments. (When's the next get-together anyway, guys?)

Recently, Duggan Design has released a product that has helped me cut down on the cramped hands and bruised thumbs...and it has even helped me play some games *better*! The product is called *Stik-Gripper* and it retails for only \$18.95.

What is Stik-Gripper?

Basically, *Stik-Gripper* is a clamp that holds most any joystick firmly to a ledge or desk/tabletop. The clamp is made of solid steel and is very sturdy. Nothing fancy like Rally racing stripes or peel-n-stick lightning bolts...no color coordination to match your computer or joystick. There is even "some assembly required," but it's not what

you would call a hardware project by any stretch of the imagination.

Once you attach the *Stik-Gripper* to your computer desk (or whatever) and clamp down your joystick, you're ready to go!

Stik-Gripper Puts You in Control

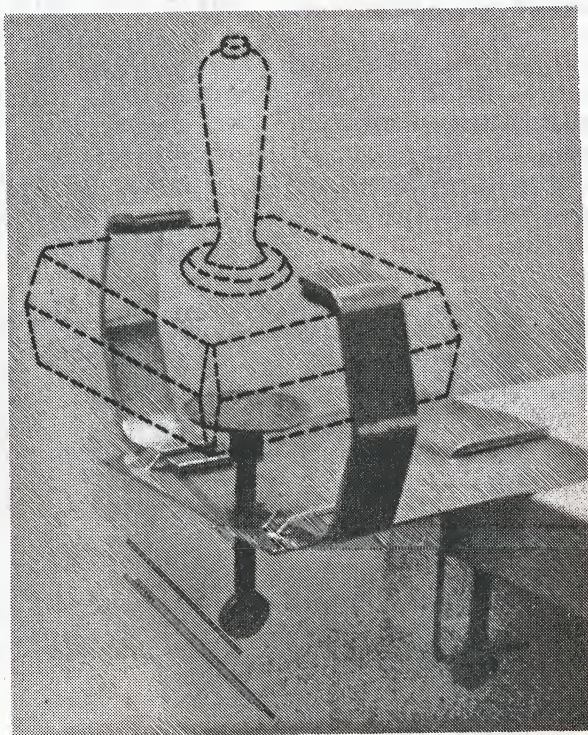
I've found *Stik-Gripper* actually gives me better control of the joystick and gives much more of an arcade-type feel to my favorite arcade-type games. Because the joystick is held stationary, I can pull off those dreaded angle shots with ease (I've never been very good at those). Since *Stik-Gripper* frees up one hand, I've also begun using one hand on the stick and the index finger of the other on the fire button. Having one hand free is a big plus for those games that require you to use the joystick and keyboard at the same time.

That brings me to an even greater benefit I've gotten from *Stik-Gripper* than better control. Because I'm not tightly holding a joystick, I don't have to worry about "Gamer's Hand," the equivalent of Tennis Elbow. And *no more bruised thumbs!!*

Now I can play games as long as I want—once I figure out how to convince Pattie I'm really doing serious, business-type stuff! (grin) Hmm...maybe I can get away with "I'm just working on a review of this game and I have to test it thoroughly to make sure it doesn't do weird things after five hours of play."

Naw, she'll never buy that one!

Duggan DeZign
16 Oak Ridge Dr.
West Warwick, RI 02893
(800) 843-1223



The GOOD Backup Utility

Rich Deen (SPACE)

"Tidbit's GOOD Backup Utility is specially designed for keeping complete backups of your hard disk partitions. This program creates and maintains a set of backup disks that contain the same files as your hard disk, and uses a disk cache to make updates fast. Only new files and modified files are actually copied. Easy and fast enough to run every day, so you never have to risk your valuable data."

This is the opening paragraph on the outside packaging. And as stated, the program is true to the word. However, there are some things that I thought were a little misleading. I'll get to those after I discuss some of the better features of this program.

My review was of Version 1.4, dated December 4, 1989 of this program. This program is for backing up data and information from your hard drive or removable cartridge drive. It was tested on two 20meg Lapine hard drives and a 1040ST with color monitor.

The program comes on one, single-sided disk which contains three files and one folder. The files are GOOD.TOS, CHECKSUM.TOS and GOOD.NIC. GOOD.TOS is the backup program, CHECKSUM.TOS is a file checksum utility, and GOOD.NIC is an icon file for use with version 2.0 or higher of NeoDesk.

The folder contains spare copies of the above mentioned files. You should also receive a 30 page (5.5" x 8.5") user's manual, an update letter and a registration card.

```

GOOD backup utility, Version E1.4    Mon Dec 4 23:12:31 1989
Drive selection!                    Copyright © 1989 Tidbit Software Engineering Co.
-----
Active drive (F1): C:
Backup drive (F2): A:

Saveset data:
-----
Saveset identifier (F3): C1
Saveset filename (F4): A:\C1.SET
Derive saveset data from data disks (F5): NO
Disk number(s) of lost disks (F6):

Options:
-----
Load or examine exclusion data (F7): NO
Set write-back cache parameters (F8): NO

Actions:
-----
Backup a partition (F9): YES
Restore entire partition (F10): NO
Perform selective restore (F11): NO (shift-F1)
List saveset contents (F12): NO (shift-F2)

Use arrow keys or function keys to select question.
Press "Help" key for more information on any question.
Press "Undo" key to start backup, Control-C to cancel and exit.
    
```

It is stated that the GOOD Backup Utility uses an algorithm in the backup process allowing the program to get around the 40 folder bug in the ST TOS. You should still use the folder fix program when not using this program. It helps to speed the backup along, I believe.

As you may have noted by the filename above, the GOOD Backup Utility is a TOS application program. Because of this, you don't have use of the GEM environment, the mouse or any desktop accessories. Of course, when you are backing up, you probably won't need any accessories, but I for one usually demand that all my programs use the mouse and the GEM environment. If you like the program DCOPY, this program will be your cup of tea. The author is supposedly going to come out with a GEM version of the program in the future.

Some of the program's listed features include:

- copies data from a selected active disk partition to a saveset of backup disks
- you can keep your backup saveset on single- or double-sided floppy disks, removable cartridges, or

keep a shadow partition on another hard drive (I did not try this as my hard drives were too full!)

- large files can be split across as many disks as needed
- backups can be interrupted and finished at a later time
- updates to a backup will only copy the files that have actually changed since the last time (the program can tell which files have actually changed even if you don't have a clock chip in your computer)
- disks need not be pre-formatted
- checksums are used to verify that files on the active drive and on the backups are all intact. Errors can be detected and corrected before they become costly
- lost or damaged disks in the saveset can be replaced without replacing the entire backup saveset
- pressing the HELP key will provide additional information at any step in the backup process

Does the program work as stated? Yes it does. One of its particularly strong points is the data verification. Because of this, you should not have to worry

about the integrity of your backup data. The program manual also has some nice pieces of advice about backups.

Does the program have any flaws? Here again, I have to answer yes. Maybe I shouldn't call them flaws, but nuisances may be a better term. Can you live with them? Yes, depending upon your computer usage style and background.

I found the manual to be somewhat vague at points. In particular, I was not sure what a "saveset" disk was until I started to play around with things. And I expected the backup to go quicker the first time through. I think the terminology on the packaging which reads "Easy and fast enough to use everyday" gave me the idea it would just breeze through everything. Well, after you have backed everything up the first time, it is a breeze, because you are only copying the new and changed files since your last backup.

My recommendation? If you are only using Turtle, the program is worth considering. If you have another commercial program, stay with it (unless you don't like it, then try to get your dealer to show you a demo of this program). If you need a program that performs incremental backups, provides a high level of data integrity without the use of a mouse or GEM environment, this program will fit your needs nicely.

*** Introducing the GOOD Backup Utility ***



Specially designed for keeping complete backups of your hard disk partitions. Backup disks are TOS compatible.

Intelligent Updates!

Update your backup every day! Only new & modified files are copied, and the old files are deleted to make room. As good as an image - but done in less time.

Great for use with Cartridge Disk Drives

All this for only:

\$29.95

Suggested Retail Price,
(in Massachusetts add sales tax)



Tidbit Software Engineering Company
25 Wood Lane, Maynard MA 01754
Telephone (508) 897-7429

Features of the GOOD Backup Utility:

- Copies data from a selected active disk partition to a pile of ordinary TOS readable backup disks.
- A backup can be interrupted before it is done, to be completed later.
- You can keep your backup saveset on floppy disks, removable cartridge drives, or keep a shadow partition on another hard disk unit.
- No folder limit on backup or restore.
- Any file that cannot be fit on a single saveset disk will be split up across as many as needed.
- Updates to the backup will only copy the files that have actually changed. If you update your backup frequently, the update goes very quickly.
- The GOOD Backup Utility can format floppy disks for you as additional disks are needed.
- Lost or damaged disks in the backup saveset can be replaced without replacing the entire backup saveset.
- Checksums are used to verify that the files on the active disk drive and on the backup disks are all intact.
- Write back disk cache technology is used to make all the copying go fast.
- Backup can be by partition, or select specific files by including or excluding a set of wildcard file specifications.
- Files can be restored as an entire partition, or by wildcard selection. When restoring an entire partition, only files that are actually missing need to be restored.
- A reference list can be produced for locating individual files within the backup saveset.
- Pressing the HELP key will provide additional information at every step.

If your dealer doesn't have the GOOD Backup Utility, you can order it from the Computer Bug, 113 Russel St., Hadley, MA, 01035 (413) 584-7722

SOME LIKE IT... HOT!

The CodeHeads announce:



- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the **fastest, easiest way to run programs** on the Atari ST...from a floppy disk or from a hard drive!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
- New **Ledger** function records time spent in programs of your choice.
- **Passwords** may be used to restrict unauthorized access to certain programs.
- New **on-screen clock**, appears in the programs that you choose.
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop.
- A **seamless interface** offers direct access to MultiDesk and MaxiFile.
- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/hide** any combination of files and/or folders.
- Runs as a desk accessory or as a program in any resolution.
- Incorporates **every** file/disk feature of the GEM desktop plus much more.
- **Intelligent disk copying** routines.
- **Rename folders** - Print directory listings
- **Store comments** about any file/folder
- **Unique and intuitive** user interface designed for easy, speedy operation.
- **Customizable** for your style of use.
- **Keyboard equivalents** for all operations
- **Quickly select** from up to 20 of your most-used paths.
- Even runs programs and loads documents.

Here's what our users are saying about HotWire and MaxiFile:

- "The HotWire/MaxiFile combo has changed the way I use my ST."
- "I haven't used the standard GEM desktop in weeks."
- "Without HotWire and MaxiFile I'd be totally lost on the ST."
- "...a tribute to **assembly excellence**." - "MaxiFile is a wonder!"
- "HotWire and MaxiFile really 'beat up on the competition'!"
- "...you'll need to package it in asbestos because it is too hot."
- "**AWESOME!**" - "Super!" - "a veritable software gem!"

HotWire Plus (includes MaxiFile).....	\$49.95
MaxiFile.....	\$24.95
HotWire.....	\$39.95
G+Plus - a replacement for Atari GDOs.....	\$34.95
MultiDesk - load unlimited desk accessories.....	\$29.95
CodeHead Utilities - a collection of useful programs.....	\$29.95
MIDIMax - a powerful MIDI tool for performers.....	\$49.95

Phone: (213) 386-5735.
Visa, Mastercard, AmEx
accepted. Shipping
charge: US \$2, Canada \$3,
Europe \$5. CA residents
add 6.5% sales tax.

CodeHead Software
P.O. Box 74090
Los Angeles, CA 90004



THE REVOLUTION™

Join the national user-based campaign to develop Atari computer sales in the U.S. The **REVOLUTION HANDBOOK** is a ST/MEGA diskette and works on color and mono systems. Unique read/print format... **ONLY \$6**
Official "Join The REVOLUTION..." rubber stamp... **NOW ONLY \$12**



WORD QUEST Build professional word search puzzles with your words. Sophisticated word placement routines. Color/Mono... **ONLY \$29.95**



WORD QUEST 2 Build **CROSSWORD PUZZLES** from any word list. Advanced auto options. Color/Mono... **ONLY \$29.95**



WORD QUEST POWERPACK **ONLY \$49.95**



GRAPH MAKER deluxe graphing system. Make line, bar and pie graphs fast and easy with minimal input. Print DEGAS/NEO files, clip art, many options. Color/Mono... **ONLY \$59.95**

DO RUN RUN STWriter Header/Tab/Extender customizer... **ONLY \$7**

©1990 ARTISAN SOFTWARE. Printed in the United States.

Product names are trademarks of their respective companies.

ARTISAN

S O F T W A R E

P.O. BOX 849 MANTECA, CA. 95336

Add \$1.50 S & H for each title. Checks, cash & money orders welcome. U.S. currency only. CA residents, add 6.25% tax.

Dealer/Distributor HOT LINE ☎ (209) 239-1552

THE G-MAN

NOTES FROM THE COAT POCKET

David G. Grace (WACO)

I was driving west on Interstate 70, about to cross from Pennsylvania into West ByGod Virginia. It was a cool, clear morning and traffic was light.

I was making good time on my trip to Wheeling. I was dropping off my old partner and picking up my new one in the same trip. I hoped the new one would be as compatible as the last. We'd been together since 1976 in New Jersey, but we were to finally part upon his retirement.

Trading Partners

We'd been together nearly as long as my wife and I, maybe longer if you count hours rather than years. We'd been through a few scrapes together. I'd done some things I wouldn't normally do, knowing that if it went sour, my backup was there, ready and dependable. His replacement was black and brand new, but highly touted. There would be some additional training before and after he was assigned to me full time.

We were meeting at the Wheeling Police Department's riverside training building. As I reached for the directions inside my coat, I accidentally bumped my old partner's butt. Smiling, I went into my best Mae West impersonation, "Is that a pistol in your pocket, or are you just happy to see me?" He was as quiet as usual, always letting his imposing look do his communicating. I hoped his replacement would be the same way.

My coat pocket was stuffed full of notes, including phone mes-

sages, Things To Do lists and a rather large group of computer notes. Not notes on how to use them, but on what to write about them. The size of the wad told me it was time to get serious about writing another article.

Lots of One Liners

I try to make a note of good ideas for an article and many people offer suggestions. They're most often one liners, not the kernel of a good article. Of course, a good article can be full of one liners, though the opposite isn't always true. But the coat pocket is getting so heavy, I'm beginning to list to one side.

Before I capsize, I need to throw some loose baggage overboard. I want to encourage people with ideas, so I better start using some. At the risk of sounding like a (hopefully good) stand up comedian, I'll now dump out the remainder of the pocket. As some of the ideas are my originals, I've decided not to share the byline. If you contributed something to this effort, you can have the satisfaction of knowing your idea made it into print.

My first note is a reminder to apologize for the reference in my last article to my appearance in the series pilot of ABC television's "Equal Justice." Oh, I was in it all right, but you needed an Evelyn Woods speed watching degree to catch me. After filming for over three days, I expected more. I'm a member of two user groups. The Pittsburgh Atari Computer Enthusiasts showed a video of the one scene of mine that survived the cutting room floor, thanks to President Bruce Markey.

I wasn't at the meeting, but I heard it was rather pathetic, with the backing up of the tape over and over so everyone was sure to see me. I understand an informal straw poll was held at the break: 40% never saw me, 30% thought I deserved an Emmy (but only if awarded posthumously) and 29% were still writhing in the rest rooms. Only 1% wanted my autograph (thanks Martha).

As a humanitarian gesture, the Westmoreland Atari Computer Organization refused to inflict a copy of the tape on its members, opting to bulk erase it instead.

If you were one of those who sat through the two hour flick to catch me, you can take some consolation in knowing you weren't alone. I had managed to notify virtually *every* person I have *ever* known! I'm now filming a new movie for theater release with a bigger part, but nothing more goes into print until I see the edited version.

I'm honored to have had an Atari community leader like Dave Small spend nearly two full, though rambling, pages in Current Notes supporting me. His advice was very interesting, something like "the best defense is a good offense."

Emulators

My only criticism was that Whatshername read it and now thinks he's funnier than I am. Before that, she had only thought he was more intelligent, prolific and rich. She may go to the next D.C. show just to meet him. I tried to meet him at the last one, but he was too busy making a fortune off his emulators for the Apple Macin-

tosh. Apple, of course, is a rather extensive software format for which there is no adequate hardware.

I'm finally moving up to an ST, and I'd buy one of his emulators to make it run Mac software, if I could only figure out why I'd want it to. The rumor is the next Small emulator is to be called "Squint GCR," for those Apple Purists who *must* get absolute 100% emulation. It slows the ST down 20% and shrinks the screen by 30%.

Speaking of emulators, I hope they are able to work out the bugs in PC Ditto II, the IBM emulator. Some consider it a pretty serious design error when you make an add-on which may require cutting away parts of the computer to get it inside. I'm told PC Ditto III, now in the planning stages, is so large that the ST is mounted inside the emulator.

I hear there is now an Amiga emulator for use on the ST. It's a hardware attachment to the drive, slowing it down until load time to run time is a five to one ratio. A software ST emulator for use on the Amiga is said to have been released for Beta testing last week. There is no word yet as to whether it works, as the program is still loading. The development of a cartridge version of a Commodore emulator, for use on the Atari 8-bit, was dropped for lack of interest.

I see there is a revival of the "let's not do any Atari

bashing" pleas hitting the Letters to the Editor section of many publications. I wonder if any of them were written by former employees of Atari Explorer, now that they have more time on their hands? I suppose I could be accused of Atari bashing in the past, but my complaint has been almost exclusively with the marketing, or lack of same, of the machines. I sold my Atari stock, fodder for an article in itself, in order to have the cash for the purchase of the STe. It's my way of saying where my faith lies in Atari hardware and Atari management.

I ordered Talon's IBM Supercharger hardware emulator at the recent Pittsburgh show sponsored by P.A.C.E., so I'll be able to do G-Work at home. In a solemn promise to Whatshername, who is not very "computer literate" by the way, I agreed to limit software purchases to those programs which were compatible with my work data files and other necessary, serious software. I considered telling her the Supercharger was just a door prize at the show, but I didn't have that much cash on me. I was happy to report to her later that my only purchases were the Falcon wordprocessor (with Mission Disk spell checker), the Red Storm Rising spreadsheet program, and the popular Space Ace Data Base.

PACE Show Comments

Elsewhere at the show, Bob Brodie ingratiated himself with the local user groups by repeating his tired chestnut about how computers, like cars, should be traded in every few years. "How old's your car?" he asked no one in particular. As I'd arrived in my thirteen-year-old Chevy, I had to sympathize with WACO 8bit Librarian Paul Plants who stated that his old car and 8bit computer both ran fine, but his car was still supported by the manufacturer.

Ralph Mariano of ST Report, who everyone knows is not affiliated with Atari (giggle), ran blocker for Brodie throughout the session. Keith Krause, President of WACO earned the Best Comeback of the Show Award, when Mariano scoured the assembly by saying the user groups weren't doing enough to encourage the next generation of Atari users. "There are no kids here at the show," he challenged, "Where are the kids?" "They're at home playing with their Nintendos," was Krause's retort.

Remember when the ST first came out, everyone wondered what the ST stood for. Various suggestions were SixTeen bit, Sam Tramiel...even Super Terrific. It's been suggested that, comparing potential to the efforts in marketing, the ST could stand for Simply Tragic.

In the April 16 issue of the USA Today newspaper, the Atari Portfolio was highly rated in an article on portable computers. The next day the Atari stock fell. Go figure. Also in the papers recently, Atari founder Nolan Bushnell has taken a job at Commodore. Wasn't he announced as being hired back at Atari to work in the games division a year or so ago? If so, I hope he

TRACKER/ST

The Ultimate Mailing List/Mail Merge/Person Tracking Software

Tracker/ST is an exciting new application which combines traditional mailing list capabilities with a full built-in mail merge system, database style reporting, and much, much more.

"This is a GREAT program and it has cut my mail list time by over half. I just wish I would have had this program a couple of years back!!!"

--B.G., Texas

Desk File Edit View Settings Update Extras
Extra Screen: TUTORIAL

NAME: Lisa
SAL: Mrs. Armstrong
COMPANY: Magic Carpets
ADDRESS 1: Pyramid Hill, Building 3
ADDRESS 2: Broad Avenue
C, S, ZIP: Springfield MA 01142 COUNTRY:
PHONE: 413-555-1232 HOME: 413-555-7741 FAX: 413-555-4467
CATEGORY: MEMBER RANK: A DATE: 6/25/98 ID #: 636001
NOTES: Play make a large purchase! See more in Long Notes.
SOURCE: NEWSPAPER AD LONG NOTES: U

- ◆ Full mail merge system built in, with word processing functions like cut & paste, bold, italic and underline.
- ◆ Computer aided entry saves you thousands of keystrokes (and lots of time)--up to 10,000 keystrokes saved per 250 names!
- ◆ Label settings for single, 2 and 3 across labels, and laser printed labels. Edit these and add your own for custom label formats.
- ◆ One-step "subscription aging" automatically tracks remaining time in a membership or subscription.
- ◆ Unique Quick Letter option for those occasions when you need to send a single "almost form letter." Great for follow-up letters.
- ◆ Unlimited notes for each person in your files.
- ◆ Easy importing of names and addresses from all popular data management packages into Tracker/ST.

SLM & Desk-
Jet Support!

Color or monochrome monitor. One megabyte of RAM and a double sided drive required. Hard drive recommended.

See your local dealer or order from:

Step Ahead Software, Inc.
496-A Hudson Street, Suite F39
New York City, NY 10014

Call 212-627-5830 for phone orders or more information.

Only
\$79.95



didn't take too much with him. In Atari's report to the stockholders, Sam Tramiel confirmed my prediction of his quote to the effect that the 90's would be the decade of the Atari. That prediction was made in my last article, in the issue of Current Notes which carried a similar message on the cover.

Miscellaneous Notes

The computer hacker who got into a number of mainframes, including the NASA computer, was convicted in Federal Court of intentionally writing and spreading his virus program, resulting in untold damages. This was despite a defense which supposedly claimed it was all just an accident which happened while he was short on sleep. Wide awake, I can't put a delay loop in a basic program without getting an error message.

And how about that guy who sued the major broadcasting company because he owned a hundred shares of stock and felt he could prove the company was mismanaged? They settled out of court for millions! Now if I could only find a company that would fit that bill.

Atari Quiz

ST Informer recently carried an Atari IQ quiz. It was all right as far as it went, but I would have added some additional questions, like the following, which could *really* test the knowledge of a true Atarian.

1. In what way is the number 60 significant to Atari? A) The number of dealers in the Toronto area. B) The number of U.S. dealers. C) The percentage of workers on the job in Sunnyvale.

2. Atari's marketing strategy is primarily concentrated... A) in Europe. B) in Canada. C) in sanity.

3. Which represents the smallest unit of time? A) A nanosecond. B) The G-Man's appearance on TV. C) The battery life of an Atari laptop.

4. What goal is the most difficult to attain? A) Getting the Babel Fish. B) Recording an Atari commercial on your VCR. C) Collecting an executive pension in Sunnyvale.

5. Atari stock inspired what famous old saying?

A) You get what you pay for. B) What goes up, must come down. C) You can't lose money on stock...unless you sell it.

Yes, those notes and more were found in the coat pocket that morning. When I stopped outside the destination—the Wheeling Police indoor firing range—my partner and I got out of the G-Car together for the last time. I walked over to the riverbank and watched the Ohio eddy by. I hoped my conversion from 8bit to ST wouldn't be as difficult and potentially traumatic as this switch was about to be. At least I knew I could count on my local user groups to get me through that switch. And I'd still have the trusty 8bit, because I don't trade in products as long as they work well.

I reached under my coat and pulled out the Smith

& Wesson .357 revolver and dumped the six rounds into my open palm. I carried it, empty cylinder open, into the firing range. I placed it on the table in front of our range instructor, who'd arrived earlier from Pittsburgh. The badge stamped into the side of the gun was facing up, like a giant proofmark.

The instructor passed me a box containing the replacement. It was a black, 9 MM pistol with those new, glow-in-the-dark sights. "It's small, but carries nearly three times the ammo without reloading. You get three magazines and a box of ammo to go, after you qualify." He removed the grip adapter, something I wouldn't need with the new one's double stack magazine and wide grip. "Read me off the serial numbers while I make a note." I recited the number on the old gun without having to look. "With that number, it must have been out of the first batch of 66's they bought fifteen years ago. You won't miss it much, the replacement's better in every way."

He sounded like someone comparing his ST to my old 8bit, talking as if it was only a piece of plastic. I watched him look down the barrel, double check the empty cylinder and place the revolver into a box.

"No, I won't miss it," I lied sarcastically, "After all, it's only a piece of iron."

TOADFILE 44



\$899!

REMOVABLE CARTRIDGE HARD DRIVE

- 25MS ACCESS TIME
- 44MB PER CARTRIDGE
- 2 YEAR WARRANTY
- BUILT-IN CLOCK
- EASY TO EXPAND
- READY TO USE

ToadFile 44 & Variations

ToadFile 44* (44 MB Cartridge Drive, 25ms time).....	\$899
ToadFile 94 (44 MB Cartridge + 50 MB Drive 40ms time).....	\$1279
ToadFile 109 (44 MB Cartridge + 65 MB Drive 40ms time).....	\$1309
ToadFile 129X (44 MB Cartridge + 85 MB Drive 28ms time).....	\$1399
ToadFile 88X (2 44 MB Cartridge Drives & Carts, 25ms time).....	\$1549
ToadFile 44S* (44 MB Cartridge Drive, Case, Power & SCSI In).....	\$799
ToadFile 44D* (44 MB Cartridge Drive Only, No Power or Case).....	\$699

Toad Hard Disk Drives

Toad 30* Drive 40 ms Access Time 3.5" Mechanism.....	\$539
Toad 50* Drive 40 ms Access Time 3.5" Mechanism.....	\$599
Toad 85* Drive 28 ms Access Time 5.25" Mechanism.....	\$709
Toad 100 Drive 40 ms Access Time 2 3.5" Mechanisms.....	\$899
Toad 170 Drive 28 ms Access Time 2 5.25" Mechanisms.....	\$1399

* Drives available with a 3.5" or 5.25" DS/DD floppy disk drive installed for the ST for \$99 extra. All drives use the ICD Host Adapter and come with the latest version of the ICD formatting software.



Toad Computers

556 Baltimore Annapolis Blvd.
Severna Park, MD 21146
(301) 544-6943

FREE SHIPPING in 48 states on all orders! Prices reflect 4% discount for cash/check. We accept VISA, MC & Discover. MD residents please add 5% sales tax. Questions? Please Call! Extra Cartridges \$99!

The Truth about Pittsburgh

WACO

with a little help from our friends

From a consumer point of view, the controversial Pittsburgh Atari-fest was terrific—plenty of hardware and software for sale (except for the disappointing absence of STes—dozens could have been sold).

Yet, from a vendor's viewpoint the show was a disaster, perhaps because dealers had set their expectations too high for a show which drew only about 800 people for two days. Now that the smoke has cleared from the suicidal post-show accusations, it is time to review a few facts and compile the observations from many show visitors and participants to present "the other side of the story" in hopes of restoring balance and reason. Aren't we all guilty of "forgetting to engage brain before putting mouth in motion" sometimes?

First of all, WACO sold far more PD disks (*both* 8bit and ST) than it did at any previous Atari-fest in Pittsburgh or anywhere else. Traffic was so brisk that this observer had time for only one pitstop and no lunch during the seven hour Saturday show. Some customers admitted they were on limited budgets and could afford only a few PD disks, but others even turned up their noses at our \$2 catalog disk.

The WACO booth was even praised on-line on GENie in the Z*NET account of the show for having the best dressed individual and for stereo demos, making the handful of volunteers believe their

sacrifices were worthwhile. The STe demo at the WACO booth was also rave-reviewed by the MVACE News (Dayton, OH) which concluded, "...the Atarifest in Pittsburgh was well done and a pleasant experience."

Attendance was off especially because Atari had ticked off so many of its users. (One of our usual booth volunteers was off at a hamfest in Dayton that weekend to spend his money on IBM clone flea market bargains instead of at the Atarifest so who's to say how many other Atarians went there instead?) Only the gung-ho Atarians attended the Pittsburgh show, and then they were ticked off by User Group Coordinator Bob Brodie's comments at a Sunday seminar and then the next day on-line.

Brodie, visibly weary and battle-worn from taking the flak from disgruntled Atari users, became so psyched up over dealers' complaints about lower than anticipated sales that he said things in anger which hurt and angered the legitimate user groups of western Pennsylvania.

"As for a future show in that area, good luck. I can't go to Atari and recommend that we go back to that area," he said. What irony! Atari had become the laughing stock of the show Sunday when a vacant table next to the WACO booth was inhabited only by a lonely Atari sign. Passers-by pointed to it repeatedly and sneered.

Even the weather did not cooperate because the temperature was exceptionally hot outside (so hot that a pop can exploded inside our van parked outside), and one of our own volunteers commented he would rather be in the outdoors

enjoying the weekend. A vendor suggested the show should have been scheduled a month earlier, but attendance had even been off at the Atari show in Anaheim a month earlier, however, so why should Pittsburgh have been any different?

Furthermore, it was rumored that many of the 72 members of an "exclusive" club were individually boycotting the show. Having only a third of the membership of PACE, WACO and SAGE combined, it nevertheless became the scapegoat for the frustrations of dissatisfied show participants. (Have you ever heard of Ruckert's law: 'There is nothing so small that it can't be blown out of proportion'?)

The story about someone trying to return an unopened software package because he said his friend could give it to him free was repeated over and over. Another oft-told story that supposedly hinted piracy turned out to be overreaction to a dispute between a developer and a PACE member over the cost of an upgrade of an original program.

The end result was that the whole Pittsburgh area received a bad rap over piracy. The vendors claimed software sales were low because the exclusive group rented purchased commercial software to its members; in other words, this group is more influential than the PACE-WACO-SAGE coalition. Who is so naive?

Brodie said on-line: "The group in question did not have a booth. They did have members at the show, I AM TOLD. What was incredible was the blatant way they discussed their practices right in

front of the developers. They had an obvious effect on the sales of software at the show." (If some of those 72 people boycotted the show, is something missing in the logic here?)

A quick poll of a few WACO members came up with over two grand being spent at the show. (One bought a Supercharger, but he doesn't have an STe yet, thanks to Atari USA.) More than \$100 spent per member was the rule rather than the exception. One PACE leader said he and his friend had dropped \$1300 at one booth alone. Meanwhile, the offended club reportedly asked all its members to collect their sales receipts from the show in order to total up just how much the group actually bought from show vendors—a verifiable response to Brodie's charge.

Fact—the people who attended were buying, but the problem was there weren't enough of them. One of the largest software vendors had a big gap (vacated by Saturday's sales) on its table Sunday morning which was restocked before the doors opened.

Don't forget that tables here cost dealers only \$100, not the \$250 of typical shows or the \$500 demanded by the October Washington show. Darek Mihocka didn't sell as many of his programs here as he did at the Toronto show a few weeks earlier, but he noted that it cost only \$10 in gas to drive down to Pittsburgh, and they didn't stay in a first class hotel.

We heard so many complaints about the lack of new software releases (especially from 8biters) at the show, but Space Ace for the ST was reportedly selling out. Now if most ST users subscribed to ST Format, ST Action, and ST User from England, as we do, their appetites would be aroused to buy more software. One of the largest USA importers of these magazines sends out only 8,000 per month nationwide so the majority of American ST users still don't realize how many new European programs are released each month.

According to a WACO survey (coupons for a free drawing) fully half of the visitors to our booth still had 8bit equipment, and they obviously could not find much to spend their money on except PD disks (as well as being antagonized by the news that Atari had discontinued the 130XE computer, dooming prospects for future commercial software for it anyway). Adding that to the equation suggests that far less than 500 of the show attendees had any reason to buy ST software.

Yet, Brodie was so irate that he took all his marbles (the \$1000 worth of raffle prizes) home to California rather than risk handing them out to "pirates," a real affront to most of those attending the show and a further irony to some sources who said that Pittsburgh, unlike other large metropolitan centers, doesn't even have any pirate bulletin boards. (Someone suggested that Brodie might be a hero in the eyes of his bosses for saving the company money.) This is like using an elephant gun to kill a mouse. Atari has often, by its own admission, been shooting itself in the foot. The problem is now it has the gun aimed much higher.

Ralph Mariano of ST Report (moderator at a semi-

nar) later apologized for his Pittsburgh-bashing: "It becomes painfully apparent that I too was guilty of thinking that an entire city of STers were punishable for the dumb actions of a few jerks...I was wrong." (Along with this editorial we sent a personal note to Brodie indicating that user groups were waiting for an apology from him also.)

Pittsburgh Atari repairman Mark Spires of At Your Service blistered Brodie in an on-line message: "...I am telling you that you know very little about the Atari dealers, the Atari user groups, or the Atari people in the Pittsburgh area..." One of Brodie's resented comments referred to complaints about Pittsburgh not having an Atari dealer "and now we know why."

Admittedly, Bob Brodie did not hear our private plea to Sig Hartmann (Bob was off in a different place at the Washington show last October) to intervene to give Pittsburgh's major Atari dealer the support, service and parts the owner needed in order to remain an Atari dealer. (That dealer had shared his frustrations over Atari with us so we know the *real* reasons why Pittsburgh doesn't have an Atari business center anymore!) Sig wrote down the information in his pocket notebook and promised to contact the dealer. Unfortunately, we were probably the first to hear Sig's hint that he might retire, but we didn't take it seriously until he made it official just a few weeks later, without resolving that dealer situation.

What kind of business strategy is this for Atari to try to take the heat off its own mistakes by passing the blame on to its faithful users? Brodie used the same tactic during a seminar when he blamed Atarians for abusing the hardware exchange program (which allowed customers who had no area service centers to pay Atari directly for replacement equipment) and forcing the company to about double the prices for such service.

Bob cited the example of one customer who kept sending back the computer four times to keep upgrading it eventually to a double-sided drive. Some in the audience were probably scratching their heads in wonderment; by any math, sending back a computer four times would cost about the price of a brand new computer. Furthermore, if Atari jacked up the prices to discourage customers from returning the equipment, then why did it pass along similar increases to its own dealers (the few left) who would only send back what they couldn't fix?

PACE should be commended for staging a show that pleased the user groups and the users if not the vendors. Unfortunately, airing all this dirty laundry in public has undermined an already shaky Atari market, sending tremors all the way to Washington. Vendors are reportedly leary of spending five times as much as the PACE show charged for a booth; we hope they take a chance that the momentum of previous WAACE shows will coast this one to success, even if it is much more costly. If not, Atari has fired the shot (in Pittsburgh) heard round the Atari world!

STalker

Is this What I've Been Waiting for all this Time?

Paul Stampfli (El Paso)

Firstly, STalker is a twin program to STeno. They come together in a very understated shrink wrapped light blue manual. No box, not a lot of flash, looking fairly "home grown" next to all of the colorful boxes and flashy stuff on the shelves down at Jenkins'.

The claims on the back aren't all that flashy either. Three screen shots of the ST and some fine print. Couple this understated packaging to the name of the company (about 50 percent larger than the name of the product), Strata Software, and you have for a very meek product in the software arena of today. However, let's examine this puppy and see how it runs.

Now for those of you who have never read my column, don't expect a lot of benchmarks and "techie" stuff. I fly strictly by the seat of my pants.

STalker is the terminal emulator and STeno is the ASCII notepad/word processor. These twin programs run either as Desk Accessories, as an application (.PRG) or a TTP by simply renaming them with the proper extension. Why you would want to do so is beyond me, as they work quite well as accessories. As a matter of fact, the whole power of this package, in my opinion, is its ability to work in the background and leave most of the central processor available for other things. Almost, but not quite, multi-tasking.

So, I shall speak mostly to these programs running as accessories. Of course, note if you run them as programs, you won't have con-

flicts between programs when running two or three at a time. Like I said, almost, but not quite, multi-tasking.

Basically, in a "non-techie" type of way, what happens is that when the 68000 CPU uses the modem, it uses a very small amount of processor space, or ability, to operate that modem. What STalker does is to leave the rest of the processor open for applications to run in.

Actually, that's not altogether correct, either. What happens is STalker uses a part of the processor if the application running in the "foreground" is well behaved. (That means will let it be and not come wandering into the "reserved" space. Much like your teenager's room.)

Now, what is "well-behaved" can be a problem. Running as an .ACC depends entirely on the application that is running in the "foreground." For example, WordPerfect, when auto back-up is enabled, and STalker both want the hard drive at times. This can lead to incorrect file saving and corrupted files. This occurs during up and downloading.

Inadvertently I have started with the problem list, so I'll go ahead with that, but don't think this is going to be a "slam" review. Just take it with a grain of salt.

A program that doesn't use a command line will give you problems with background file transfers. Programs that I know have problems with background transfers:

Dslide

Wordperfect—if autoback-up is on.

Any wordprocessor—when using the Spell check or Dictionary. Lots of disk

access occurring when the modem wants to save. (Using a RAMdisk, if you have the room, for either of these may solve the problem. I didn't have the time to try it out.)

GifSpc.prg

The Xmodem 1K protocol does not seem too reliable. Some stuff I downloaded from IBM boards was bad because when an error occurred, the 1K block was retransmitted but was *added* to the file along with the error block. This resulted in a bad file. This occurred with *no* program running in the "foreground" but utilizing STalker as an ACC nonetheless. This may be curable in a number of ways. However, in my experience, the 128 Xmodem blocks format works without problems. Background uploading and downloading has not failed.

The "L" (Log-on) settings are not good, only because the blocks are seven characters long. Prompts must be a complete word so, for instance, the prompt "Password:" is two characters too long. This doesn't seem a big problem, and will probably be fixed before you can say...well, pick your own saying.

We need Zmodem, but that's obvious and has been promised. This is where the folks at Strata will prove their worth. And whether or not they are deserving of printing their name so large on the package! (ha)

So what do you get for your bucks? A little willie-nillie terminal program that supports ASCII and Xmodem. Not much, huh? Well, that is a matter of evaluation and taste. Sure, I know this is not a

Super-doooper-hi-speed-multi-protocol-mind-bending-blazing-speed terminal. But then again, it's not supposed to be.

It's a *desk accessory*, for God's sake. It works well, in the background, tells you when something significant has happened, and the price is *right!* Only \$29.95 (*retail!*) fresh from the factory. Strata Software (a company I'd never heard of) is prompt on the phone and seems genuinely dedicated to supporting this product.

Oh, and did I mention Remote Mode? And I seem to have forgotten all about the twin, STeno.

Remote BBS

Remote mode is like a mini-BBS in that your friend can call you on it and give or get files from your machine. A word of caution. If you utilize this mode, *know your friend*, and monitor what he does, anyway. STalker gives complete access of your hard disk to the caller—no security levels available. If he knows the password, he's in. It would be a sad thing for him to "mistakenly" type in something like "Erase *.*" or, well, use your imagination.

STeno

STeno is the twin to STalker, and they are as much alike as the fingers in a glove. STeno is *pure ASCII* and nothing else. It's a good text editor with a good number of options, and it makes simple note taking a breeze. I worked up this article on it! It is *not* a word-processor, but is always there.

It suffers the same limitations as STalker, and all other accessories, when running as an accessory. Specifically, it's at the mercy of the main application, and applications that don't use the menu bar will give it trouble. On the upside, it doesn't autosave (so save before switching applications), so it's not as sensitive to applications that do a lot of hard disk accessing. The saving mentioned above is purely for safety, as STeno's text will be right there, even the cursor will be where you left it, unless you have some sort of a crash. That is why we save things, isn't it?

You can also use STalker and STeno at the same time. You can type ahead, use STeno as STalker's capture buffer, read text you have captured from STalker to STeno, or work on something totally different. You can even have them on the same screen together, there is an option on the menu for them to automatically arrange themselves onscreen for you. I know I've overlooked a ton of features and possibilities in this review. But I hope the folks at Strata won't be upset.

Overall evaluation: I love it. I have waited a long time for multi-tasking that works like this. Ok, so I know it's not *really* multi-tasking. But it *does* work in the background and it *does* work. Couple that to the idea that the company is responsive and seems dedicated to the ST market, and you've got a real winner on your hands. The upgrades should be exciting!

Hard Disk Systems to Fit Every Budget

- All systems are complete and ready to use, included at *no extra cost* are clock/calendar and cooling blower(s)
- All ABCO Hard Disk Systems Are Fully Expandable (you are *not* limited to two drives only!) All cables and connectors installed
- Rugged Seagate Hard Disk Mechanisms!
- ICD Advantage+ Host Adapters!
- OMTI High Speed Controllers

51mb #SGN4951	519.00
65mb #SG60101	649.00
80mb #SGN 296	709.00
100mb #SG84011D	839.00
120mb #SGN120FH	989.00
170mb #SGN2962	1369.00

Listed above are a sampling of the systems available. Prices also reflect various cabinet/power supply configurations (over 60 configurations are available) All Units: Average Access Time: 24ms to 34m. Larger units are available (special order only). All units compatible with Magic Sac, PC-ditto/II and Spectre/GCR.

We Have a Complete Line of 3.5 Low Profile Hard Drives for Use in Megas and related configurations. Quantity & User Group Discounts Available!

Removable Media Devices (44mb) Syquest 555

- Syquest 44MB Removable media drive
- ICD ST Advantage Host Adapter
- ICD Utility Software
- 3' DMA cable
- Fan and Clock
- Multiunit Power Supply
- 44MB Sysquest Cartridge
- Completely assembled and ready to run!



Order your Cutson Syquest Unit Now and get a **Second Unit for \$50 less!**

Syquest Removable Media and Hard Drive Combinations

Systems below come with a Syquest 44MB drive

30MB SQG38	\$1099	50MB SQG51	\$1179
65MB SQG09	\$1239	85MB SQG96	\$1299

- Lowboy - Standard - Dual Blower Cabinets, Custom Walnut WOODEN Cabinets, Tower - AT - XT Cabinets
- All Power Supplies UL Approved
- 12 month FULL Guarantee
- Larger Units available Special Order Only
- Dealer inquiries welcome! Personal checks are accepted.

ABCO Computer Electronics Inc.
P.O. Box 6672
Jacksonville, Florida 32236-6672
(800) 562-4037 or 904-783-3319
9AM - 8PM (EDT) Tues.-Sat.

IS THERE A TACTICIAN IN YOU? PART 5

Tim Feenstra (GRASS)

Objective: Kursk

During July 1943, Germany tried to encircle and destroy the Russian armored forces based at Kursk. The Ninth Army attacked from the north, while the Fourth Panzer Army would drive up from the south. What followed became one of the largest armored battles ever.

Objective:Kursk is a grand-tactical game of the Fourth Panzer Army's drive north toward the Kursk salient. The Fourth Panzer Army consisted of seven Infantry divisions, four Panzer-Grenadier divisions and eight Panzer divisions divided into four Korps and Group Raus. They faced 30 Russian Rifle Divisions and eight Tank Armies.

This is a one- or two-player game, with the single player always in command of the German forces. Turns represent 12 hours of realtime, one daytime and the next night. During the day, if the weather permits, air missions may be conducted against the enemy. You have a number of bombers and fighters, and may select targets, assign bombers and escorts to it, and leave some fighters to intercept enemy air missions.

Each division is divided into regiment- and battalion-sized units consisting of various weapon types. For example, an infantry regiment might have about 100 infantry squads and some anti-tank and infantry guns as well as some mortars. A Panzer Battalion might

have 30 to 50 tanks of different types, and artillery battalions would have a number of field guns—the type used for indirect bombardment. Combat groups can only contain units from one division, are limited to five units each, and there is a limit of 63 combat groups for the Germans and 64 for the Russians.

Besides the supply and air mission phases which occur only once each other turn, each turn has a group adjustment phase and a group movement phase. During the adjustment phase, groups in the same hex can exchange units and groups can be split into two groups. The map is a section of Russia, from Kursk in the north, south to Belgorod.

Movement is accomplished by giving a movement plot to each group, with armor and mech groups able to move four hexes per turn and infantry two hexes.

A plot of numbers only will move the group in the direction indicated, during the appropriate pulse in the action phase, where units attempting to enter a hex occupied by an enemy group will have combat with that enemy group. If more than one group attacks the same hex, their attack strength will be combined. Two units defending a hex will have their defense strength combined.

The strategy in this game is to break through the Russian lines and to protect the line of supply needed to keep advancing toward Kursk. The Russian, especially when computer controlled, will make every effort to break the supply line and cut off your for-

ward groups. The German might then encircle and destroy the Russians as they break through, if he has enough strength at that point.

This is an armor battle, one that I have enjoyed many times. I recommend this for those who love the feel of sweeping the enemy before them, even if it is only for a little while.

Reforger '88

Every year NATO conducts exercises around the Fulda Gap, where Warsaw Pact forces would attack to capture Frankfurt and destroy Rhein-main Airforce Base.

Divisions are divided here just as in the previous game. There are a few new additions though—anti-tank guided missiles, several types of armored personnel carriers and long and short range anti-aircraft.

Air superiority is important, as with control of the skies comes an easier job of attacking enemy groups without losses due to enemy fighter protection.

The NATO mission in this game is to hold up—or stop if possible—the Russian advance toward Frankfurt. Heavily outnumbered, the NATO commander will be hard pressed to slow the Russians, and find it almost impossible to stop them.

This game gives a good feel for how the opening week of World War III would feel to the forces guarding the Fulda Gap, even today, and how armored warfare has changed since WWII. A good game for any tactician of modern armored battles, this is the best simulation of WWII I have seen.

Good luck, and good shooting.

BASIC Dialog Box

for GFA BASIC VERSION 3.0

Michael A. Calvin (SWAG)

GFA BASIC 3.0 has made the resource file a lot easier to use for the average programmer. Still, on a quick job, it is a pain to use the resource editor just to create a single-line dialog box.

DIABOX.LST was created for those times when you need an input routine that is familiar to the user. It uses all the keys you would expect a dialog box to use, and they react in the standard way.

DIABOX.LST is liberally sprinkled with comments and irrelevancies. You can control the number of characters allowed in the input line by setting a single variable. Prompts and titles are equated strings and can be changed to suit. It is possible to set upper and lower limits for acceptable characters. How about a filled border or other fancy stuff? Changes are only limited by your imagination.

Two potential problems do exist: First, saving the screen area under the box takes a fair chunk of memory. Second, the literal screen

locations are for a mono system and will require changes to make them work on a medium res system. (I assume some brave soul will make it work for low res as well!)

The listing is a GFA procedure, and the call is at the head of the listing as comments. DIABOX.LST was created for a program I was writing, and I realized it had potential for others.

Call the Action Annex BBS at (206) 892-8969 (300/1200) for more of these GFA goodies and 8-bit stuff.

```
' CALL:
' In$="Yourtext" (or whatever you desire)
' @Dialog
' out$ is returned with the users entry (or the same
if cancelled)
PROCEDURE dialog
GET 169,99,491,281,temp$ ! Save the screen area
under the box
max_char$=10 ! Set equal to maximum length you need
out$=""
'Don't forget to change these for Medium Res!
DEFINE 0,1,0,0
DEFFILL 0
PBOX 170,100,490,280
'Deffill 0 and the pbox pair create a white
background to cover
' whatever is currently on-screen...
BOX 169,99,491,281
BOX 180,110,480,270
BOX 179,109,481,271
BOX 180,110,480,270
BOX 210,188,450,212
' Here are the strings for user information
PRINT AT(28,9);"Current name = ";in$
PRINT AT(28,10);"Enter new name...."
PRINT AT(28,11);"(";max_char$;" Characters Max)"
' Change to suit....
PRINT AT(40,16);"Ok" ! Ok button
BOX 300,232,340,264
BOX 299,231,341,265
PRINT AT(50,16);"Cancel" ! cancel button
BOX 380,232,450,264
esc hit:
PRINT AT(29,13);STRING$(max_char$,"_")
PRINT AT(28,13);
'Don't forget the buttons relocated as well....
wait_key:
REPEAT
  l$=INKEY$
  UNTIL l$<>"" OR MOUSEX
  ' check for cancel and return out$=in$ if it is
  IF MOUSEX>=380 AND MOUSEX<=450 AND MOUSEY>=232 AND
MOUSEY<=264
    out$=in$
    GOTO got_it
  ENDIF
  ' check for escape and clear line if it is
  IF ASC(l$)=27
    out$=""
    GOTO esc_hit
  ENDIF
  ' check for delete
  IF ASC(l$)=8
    bt=LEN(out$)
    IF bt>0
      DEC bt
      out$=LEFT$(out$,bt)
      PRINT AT(29+bt,13);"_"
    ENDIF
    GOTO wait_key
  ENDIF
  ' check for CR or OK button...
  IF ASC(l$)=13
    GOTO got_it
  ENDIF
  IF MOUSEX AND MOUSEY>=300 AND MOUSEX<=340 AND
MOUSEY>=232 AND MOUSEY<=264
    GOTO got_it
  ENDIF
  bt=ASC(l$)
  IF bt<32 OR bt>127 ! ASCII filter set here..
    GOTO wait_key
  ENDIF
  out$=out$+l$ ! add character to string
  bt=LEN(out$)
  IF bt<=max_char$ ! check for max length
    PRINT AT(28+bt,13);l$ ! show the keypress
    GOTO wait_key ! go get more...
  ELSE
    DEC bt ! Don't add character if over max_char$
    out$=LEFT$(out$,bt)
    PRINT AT(2,2);CHR$(7) ! DING! (beep, whatever...)
    GOTO wait_key
  ENDIF
  got_it:
  IF LEN(out$)=0 ! cover for the poor soul who hits
return or ok
    GOTO wait_key ! without typing anything in.....
  ENDIF
  PUT 169,99,temp$ ! restore screen underneath box
RETURN
```


ArcIt

A Program for File Compression

Earl Hill (SAGE)

Note: Some of the material in this article is based on documentation Copyright 1989, on ArcIt and ArcIt Shell, by G. A. Szekely. ArcIt and ArcIt Shell are now commercial products available from Innovative Concepts and not in the public domain.

Last time we talked about problems inherent in compressing and uncompressing files using all the new "ARC" formats. There is another problem that presents itself when we decide to use a particular 'shell' program to make things easier. Shell programs sit on top of ARC programs and let us do mostly mouse clicks to enter information and choices, rather than typing in a lot of filenames, etc.

ArcIt Shell

The problem is this: With the plethora of different compression and uncompression programs, you really need a dedicated shell—not a shell which can copy files, mow the lawn, scrub the floor, wax the car, etc. Additionally, you need a shell which works with many programs, rather than separate programs which only unarc, etc. ArcIt Shell is such a dedicated shell.

ArcIt Shell is the GEM interface between the user and ArcIt. It makes ArcIt a whole lot easier to use, since it allows you to point and click to select the various options instead of typing a command line. (ST users hate to type!)

Essentially, you select the ARC-ing options you desire with ArcIt Shell. ArcIt Shell calls the ArcIt program, which in turn calls the ARC.TTP utility (or any other file

compression program) to accomplish the desired ARC functions.

ArcIt and ArcIt Shell (now at version 1.20 in the commercial release) can work with any version of ARC.TTP, including the latest 6.02 version. As of version 1.16, ArcIt Shell and ArcIt can work with any version of any of the following programs: ARC, ARC 521, ARC 602, Turbo ARC, DCopy, LHARC, FastLZH, Zip, Unzip or Zoo. These programs are provided on a second disk in the package sold by Innovative Concepts.

Before you run the ArcIt Shell program, you must make sure the compression program(s) and ArcIt.TTP are placed together in the same directory or folder from which the ArcIt Shell program is run. If you are using a RAMdisk, you don't have to copy ArcIt-SHL.PRG to the RAMdisk (saves RAMdisk space), but you may if you so desire.

The ArcIt Shell menu is divided into five main regions. The regions are the Primary Option box, the Secondary Option box, the Encrypt Password box, the File Name box and the Do-It box.

Primary Options

The Primary Option box is located in the upper left region of the ArcIt Shell menu. These buttons represent the primary commands passed to ARC.TTP. Only one button can be selected at a time—if you click on a button to select it, the previously selected button will be turned "off."

Following is a brief summary of the primary ARC commands:

ADD = add files to archive
MOVE = move files to archive

UPDATE = update files in archive
FRESHEN = freshen files in archive
DELETE = delete files from archive
TO STD OUT = copy files from archive to screen or printer
EXTRACT = extract files from archive
EXT & DEL = extract files from archive then delete ARC file
LIST = list files in archive
VERBOSE = verbose listing of files in archive
TEST = test archive integrity
CONVERT = convert entry to new packing method

The majority of these options are described in detail in documentation that comes with the original ARC programs.

Secondary Options

To the right of the Primary Option box, is the Secondary Option box containing the ARC "flags." Unlike buttons in the Primary Option box, more than one secondary option can be selected at a time.

Following is a brief summary of the available ARC flags:

HOLD SCREEN = holds screen after each ARC function
KEEP BACKUP = retain backup copy of archive
NO COMPRESSION = suppress compression (store only)
NO WARNING MSG = suppress warning messages
NO COMMENTS = suppress notes and comments

Select a Compression Program

As of version 1.10, you can use ArcIt Shell to run ArcIt or directly

run the compaction program you select. This option is selected in the box labeled "ArcIt Shell Calls:" which is located in the upper left corner of the main menu box. If ArcIt (default) is selected, all ARC functions will be applied to folders and their contents, and unARC functions will be applied to any internal ARC files found inside the main ARC file.

Since there will be cases where you would only wish to manipulate a few files, or do partial extractions, ArcIt Shell can be configured to directly call a specific compaction program instead of ArcIt.TTP, by selecting the "PRG BELOW" option. For example, if "PRG BELOW" and "ARC" are both selected, ArcIt Shell will behave just like an ARC Shell; if "PRG BELOW" and "LHARC" are both selected, ArcIt Shell will behave just like an LHARC Shell.

ArcIt can be configured to call any compaction program to do the actual file compression or file expansion. This is accomplished by selecting the desired program name from the panel titled: "Compression Program:". (Note: when you tell DCOPIY to extract files from an ARC file, it extracts all the files. Therefore, it is not possible to extract only certain types of files from the ARC files using DCOPIY.)

Redirect Standard Output to Printer

ARC can be instructed to redirect the standard output to either screen or printer. You can extract ASCII text files to the printer by selecting "TO STD OUT" as the primary option, and then selecting the appropriate printer from the panel on the left-hand side of the main menu box. Different versions of ARC either use PRT or PRN to redirect the standard output to the printer. The printer name used by the version of ARC you are using can be found in the docs that came with your version of ARC. To extract an ASCII text file to the screen, select "SCREEN" from the "Direct STD Output to:" panel.

Do It

Directly below the right side of the ENCRYPT PASSWORD box is a box that contains buttons allowing you to do the functions you've selected ("DO IT"), exit ArcIt Shell and return to the GEM desktop ("EXIT"), or get some more info about the ArcIt Shell program ("INFO").

Path Names

Finally, along the bottom of the main menu are three long text string buttons labeled "ARCS," "FILES," and "TEMPORARY." This is the area where files that ArcIt will operate on are specified. The button labeled "ARCS" is the name of the ARC files that will be manipulated. The button labeled "FILES" is the names of the files that will be extracted from, or added to, the ARC file. And the button labeled "TEMPS" contains the pathname where any temporary files can be placed. If the "ArcIt Shell Calls:" parameter has been set to ARC, then the "TEMPORARY" pathname par-

ameter is used to locate ARC.TTP if it is not located in the same pathname as ArcItSHL.PRQ.

To change any of these pathname parameters from their preselected values, click on the desired pathname and a standard GEM file selector box will be displayed. From here, you can select the desired drive, folder or filenames. Perhaps the easiest way to do this is to use a program such as Universal Item Selector where you need only point and click to select paths, sub-paths, etc.

It is not usually necessary to completely specify these pathnames all the way down to the file name. A folder name will generally suffice. This is what makes ArcIt.TTP unique from the plain old ARC.TTP. Further information on the pathnames used by the ArcIt.TTP program, may be found in the documentation file for ArcIt.

To be continued....



"This is a second opinion, Mr Carter."

Q: What's the Fastest Way to Print a Page?

A: Use the Presswork's Assistant!

Stop wasting time loading a wordprocessor or desktop publishing program just to print your files. The Presswork's Assistant loads quickly to give you access to the printing features you need. The intuitive **GEM** interface allows for easy control of margins, headers, page numbers, and other features--all with simple mouse-clicks. You'll never have to touch the keyboard again! Ideal for ".DOC", ".TXT", and "README" files, or most any quick printing job. Best of all, online **HELP** is always just a mouse-click away.

The Presswork's Assistant is available now for just \$10.00 (US).

The Presswork's Assistant
By Chris Sorensen

3250 West 53rd Avenue, Ste 201
Denver, CO 80221-6564

Why Sysops Are...

Or 1001 Ways to Perform a Self-Lobotomy with a Rubber Herring

Gizmo (BACE)

Gizmo is a former BACE SysOp, now residing at the Happy Homes Sanitarium.

I, being of sound body, but very wary of mind, do hereby...excuse me, wrong paper. Ok, where were we? One of the prerequisites of being a SysOp is you must have a veritable mountain of patience.

Can you imagine getting this question, "Hey dude, I'm 13 years old, and I wanna be yer Co-SysOp"? Sound familiar to all you old hats out there? Or, how about this one (pardon the spelling, but this is an actual reproduction of a conversation I had a few years back).

"Hey man, I'm a kool duud, and I wuz thinkin' I wanna be a Co-Sysop on yer board duud. I can do anything ya want. Rad system ya got here 2." Hm.... Needless to say, I was impressed with the current translation of the English language (that *was* English, wasn't it?)

Everyone wants to be helpful, but you know that the work has to be done by *you* or disaster will result. So many hours are spent with your one-eyed monster that you affectionately name HAL.

Users sometimes wonder why SysOps are so odd looking. Can *you* sit under a fluorescent lighting system for months and still boast about that weird tan you have? Got hunchback problems? Is your daughter calling you "Hey mister?" Is the floor covered in a layer of floppy disks? Is your telephone bill something approaching the National Debt?

If you answered "yes" to any of these questions, *you are a sysop* al-

ready, and no longer need vocal cords, as you can communicate by keyboard only.

Back to the article, though, a SysOp is a special person. Not only can s/he bring back that user who hasn't called in 6 months (I used a magic three pound Sledgehammer, as opposed to a wand), s/he can, with a touch, restore a crashed hard drive. What? You say you *didn't* backup the beast? Work, work, work...Okay, now I have magically recreated the BBS (after 20 or 30 hours of hard work), and it is back online. Dillithium crystals coming to power...wait...a wisp of smoke coming from the back panel!

"Cap'n Kirk, the modem drive won't come on! The controls are completely fused! We canna go on-line!"

"Not to worry Scotty, we have SysOp-Man here! He can fix *anything*!"

Ughhhh..... Another little problem a SysOp will encounter is a message going something like this: "Hey, I just got a (fill in your favorite peripheral here), and I can't make it work!" Hmm... sounds like a job for a computer repairman... but you, as a dedicated SysOp, attempt to find the cure for what ails your user. It goes something like this:

The phone rings. This is the voice line, time of day is not essential. The SysOp answers. He is still groggy from restoring the last of 324 data files needed for Escape from Plasti-World, the newest Japanese on-line game that mysteriously crashed and wiped out all 100 users.

"Hello?"

Faint Voice: "I just got a Gol-

gafrinchan Model LXVII Printer, and I can't get it to print graphics. Do you have a printer driver that will work?"

You look through a *mountain* of old backups (what are those moldy disks?), and come up with every conceivable driver ever made, but, oddness of oddness, you can't find GOLGAFR.DVR. After you find out the call was a prank, you become *very* excitable, and your friends take away your chainsaw (that you were using to reprogram the computer with), and you decide it was funny after all. Being the Commander of the Starship BBS, you retaliate by blasting Photon torpedoes at his user file. Zaaaaaappppppp! Heh heh!

One of the age-old problems that have stymied SysOps is what to call their BBS. Here is a sample of some in our area: The Matrix, The Sanitarium (my old BBS), Doc's Atari BBS, and my favorite, The Crunchy Frog BBS (it should say: Real dead frog, encased in... etc., etc., etc.).

Although you may be a little of a puritan when it comes to naming your BBS, always keep in mind that the name will reflect a little part of you, so a name like "Stinky's BBS" may not be very active, although it may boast a *very* weird assortment of users.

In short, a SysOp must be able to walk on water, perform astounding feats of wisdom, amaze and pacify those fickle animals hereby referred to as "users" and have an inherent ability to "see" a system crash coming! Have Fun!

Next Month:

How a SysOp Retires, or 50 Ways to Change Your Lifestyle.

THE BASICS of BASIC

Rick Burton (RACE)

Before we continue with loops this month, I suggest we look at a few brief editing notes. You will find that, in last month's demo, an existing program line was replaced by typing a new line with the same line number and pressing the RETURN key.

A line can be as easily erased by typing its line number only and then pressing RETURN. (Remember: only upon pressing the RETURN key is a line or a corrected line inserted into memory!)

Why all these line numbers anyway? Chronological order. The program will execute lines in order of the number sequence. Why the numbering by tens? Convenience. You, the programmer, will sometimes want to insert new lines between existing lines. Simply number them accordingly.

A final note: Pressing the CONTROL key while pressing the "arrow" keys will position the cursor anywhere on the screen without disturbing text. You can then type right over the top of errors. Pressing CONTROL while pressing the INSERT key will "push" the text over to the right of the cursor to add extra spaces. Pressing CONTROL while pressing DELETE BACK SPACE will "gobble" text to the right of the cursor Pac-Man style.

Now, on to this month's demo. I strongly urge you to type as you go with each demo covered. It's more fun, it's much more educational than just reading about it, and you can then experiment on your own—which is how much

real learning happens. The previous demo program should have looked like this...

```
10 FOR X=0 TO 255
20 SOUND 0,X,10,10
30 NEXT X
40 FOR X=255 TO 0 STEP -1
50 SOUND 0,X,10,10
60 NEXT X
70 GOTO 10
80 END
```

Now let's look further into the STEP command by changing lines 10 and 40 to look like this...

```
10 FOR X=0 TO 255 STEP 5
40 FOR X=255 TO 0 STEP-5
```

The loop now goes faster because it's counting by fives! Don't forget—the minus sign in line 40 allows counting backwards (255 to 0). A brief rundown on the SOUND command is in the last Basics of BASIC. Decimals can also be used in the STEP command. Change lines 10 and 40 again like so...

```
10 FOR X=0 TO 255 STEP 0.5
40 FOR X=255 TO 0 STEP -0.5
```

A beautiful, slow "sine wave." We are counting 0.5 at a time. Let us now further explore the realm of loops using electronic sound as a medium. FOR-NEXT loops can be "nested" or inserted inside one another. Clear the program using the NEW command. Type a new demo as follows...

```
10 FOR V=15 TO 3 STEP -4
20 FOR P=150 TO 200 STEP
  0.4
30 SOUND 0,P,10,V
40 NEXT P
50 NEXT V
60 END
```

The echo effect! Notice that the "P" loop is started in line 20 and closed in line 40 while the "V" loop is started in line 10 and closed on line 50. The SOUND command is sandwiched inside of both loops at line 30. One loop must be contained within the other so that NEXT V could not come before NEXT P. Any letter, by the way, can be used to designate a specific FOR-NEXT loop. Variables "P" and "V" in the SOUND command are being manipulated by the loops as the program runs. Now type:

```
45 FOR DE=1 TO 150:NEXT
  DE
```

This is a self-contained delay loop telling your Atari to count to 150 before going on. The colon acts as a sort of "glue" allowing both the FOR and NEXT portions of the loop to be on the same line although they are technically separate commands. LIST your program afresh and you will see:

```
10 FOR V=15 TO 3 STEP -4
20 FOR P=150 TO 200 STEP
  0.4
30 SOUND 0,P,10,V
40 NEXT P
45 FOR DE=1 TO 150:NEXT
  DE
50 NEXT V
60 END
```

RUN this one and hear the delayed echo electronic sound. So far we have actually heard what the loops are doing as the demos are run!

Come again next month and we will continue to pursue The Basics of BASIC.

3257 KIFER ROAD
SANTA CLARA, CA 95051
(408) 749-1003
(408) 749-9389 FAX

B&C ComputerVisions

For all your Atari computer needs...

STORE HOURS
TUE - FRI 10am - 6pm
SAT - 10am - 5pm
CLOSED SUN - MON

800/XL/XE SOFTWARE TITLES ON DISK

ENTERTAINMENT		LEADERBOARD	13.50	ZAXXON	13.50	VISCALC	24.95	PREFIXES	4.95
12 ADAMS ADVENTURES	14.95	LORDS OF CONQUEST	13.50	CLSN PASCAL	35.95	BUZZWORD	22.50	SCREEN MAKER	4.95
ADVENTURE TRILOGY	14.95	MASTERS OF TIME	9.95	DRAPER PASCAL	44.95	D.O.T.S.	9.95	SECRET FORMULA INTERN	4.95
ALIANTS	26.95	MICROLEAGUE BASEBALL	35.95	DOS 2.5	7.95	GRANDMA'S HOUSE (1-10)	9.95	SECRET FORMULA ADVANC	4.95
ASSASSIN COVE	9.95	MONTEZUMA'S REVENGE	14.95	DOS XE	10.00	HEY DIDDLE (AGE 3-10)	9.95	SPELL IN CONTEXT 8	4.95
ASSULT FORCE 3D	19.95	MOUSEQUEST	17.95	DISK I/O	26.95	LETTERMAN	9.95	CBS (AGE 3-6):	
AUTO DUEL (64K)	26.95	MOON SHUTTLE	7.95	KYAN PASCAL	62.95	LINKWORD: SPANISH	22.50	ASTROGROVER	8.95
BEYOND CASTLE WOLF	14.95	MR. ROBOT	9.95	LIGHTSPEED C	35.95	LINKWORD: GERMAN	22.50	BIG BIRD SPEC DELIVE	8.95
BANDITS	5.35	NATO COMMANDER	9.95	PRODUCTIVITY		LINKWORD: FRENCH	22.50	ERNIE'S MAGIC SHAPE	8.95
BISHARK	26.95	NIBBLER	12.95	ATARIWRITER+/SPELLCHK	44.95	LINKWORD: ITALIAN	22.50	FRACTIONS MULTPL/DIV	4.95
BLOCK BUSTER	7.95	NINJA	8.95	ATARIWRITER 80		MASTER TYPE	14.95	LINEAR EQUATIONS ...	4.95
BLUE MAX	9.95	OIL'S WELL	9.95	REQUIRES XEP80	44.95	RAINEY DAY GAMES	19.95	DAVIDSON:	
BOP 'N WRESTLE	13.50	O'RILEYS MINE	7.95	AWARDWARE (1050)	13.50	SAT PRACTICE TESTS	19.95	MATH BLASTERS G1-6 ..	26.95
BORODINO:1812	22.50	PHAROAH'S CURSE	9.95	BANK STREET WRITER	9.95	SNOOPER TROOPS CASE #1	9.95	SPELL IT! AGE 10+	26.95
BOULDERDASH CONSTR.SET	9.95	PENSATE	14.95	BLAZING PADDLES	19.95	SNOOPER TROOPS CASE #2	9.95	WORD ATTACK G4-12 ..	26.95
BRUCE LEE	8.95	PIE MAN	14.95	BOOKKEEPER/KEYPAD	17.95	STATES AND CAPITALS	9.95	DESIGNWARE:	
C'EST LA VIE	7.95	PINBALL CONSTR SET	13.50	COMPUTE YOUR ROOTS	35.95	QUIZ MASTER CONSTR	8.95	MATHMAZE (6-11)	26.95
CASTLE WOLFENSTEIN	14.95	PIRATES OF BARB. COAST	22.50	DATAMANAGER	8.95	QUIZ MSTR. USA CONSTR	8.95	MISSION ALGEBRA (13+) ..	13.50
COSMOC IN VIET NAM	9.95	PITFALL/DEMON ATTACK	13.50	ELECTRONIC CHECKBOOK	8.95	AMERICAN EDUCATION:		SPELLCOPTER (6-11) ..	26.95
COSMIC TUNNELS	9.95	PREPPIE I & II	9.95	FAMILY FINANCE	6.95	A+ BIOLOGY G10+	17.95	LEARNING COMPANY:	
CRUSADE IN EUROPE	9.95	RACING DESTRUCTION SET	13.50	FORMS GENERATOR	21.50	A+ GRAMMER G4+	17.95	READER RABBIT	7.95
DALLAS QUEST	7.95	SEVEN CITIES OF GOLD	13.50	HOME ACCOUNTANT	19.95	A+ READING COMP G1-8	35.95	COLORASAURUS	7.95
D-BUG	4.95	SILENT SERVICE	9.95	HOME FILING MANAGER	6.95	A+ SCIENCE G3-4	17.95	WORDSPINNER	7.95
DELUXE INVADERS	7.95	SOLAR STAR	9.95	INVENTORY MASTER	80.95	A+ SCIENCE G5-6	17.95	TINK TONK (AGE 4-6):	
DECISION IN DESERT	9.95	SPEED KING	8.95	MONEY MANAGER	8.95	A+ SCIENCE G7-8	17.95	ABC'S	8.95
DROP ZONE	9.95	SPIDERMAN	5.35	MUSIC CONSTRUCTION SET	13.50	A+ SPANISH	17.95	COUNT AND ADD	8.95
DR. MINDWARP	9.95	SPIE & MALICE(400/800)	9.95	NEWSROOM (1050 - 64K)	13.50	A+ SPELLING G2-8	35.95	SMART THINKER	8.95
ELECTRAGLIDE	8.95	SPY VS. SPY I & II	9.95	NEWS STATION	26.95	A+ U.S. GOV. G10+	17.95	SPELLING	8.95
F-15 STRIKE EAGLE	9.95	STARBASE HYPERION	7.95	NEWS STA. COMPANION	26.95	A+ U.S. HIST. G5+	17.95	SUBTRACTION	8.95
FIGHT NIGHT	17.95	STARFLEET I	44.95	PAGE DESIGNER	26.95	A+ VOCABULARY G4+	17.95	THINKING SKILLS	8.95
FORBIDDEN FOREST	7.95	STAR RAIDERS II	17.95	PAINT	12.95	A+ WORLD GEOG. G8+	17.95	ALL 6 TINK TONKS ..	39.95
FORT APOCALYPSE	9.95	STOCKMARKET	22.50	PRINTKIT (1050)	13.50	A+ WORLD HIST. G8+	17.95	UBICORN:	
GAUNTLET (64K)	13.50	STRIP POKER	26.95	PRINTSHOP	34.95	(G = GRADE LEVEL)		10 LITTLE ROBOTS	
DEEPER DUNGEONS	22.50	SUPER GAMES	7.95	PROOF READER	17.95	A+ HODGEPODGE (AGE 1-6)	13.50	(PRE-SCHOOL)	26.95
GRAPHIC ADVENTURES 1-6	26.95	SUPER HUEY	9.95	PUBLISHING PRO	35.95	A+ MONKEYMATH (AG 4-10)	17.95	FUN BUNCH (6-ADULT) ..	26.95
HARD HAT MAC	7.95	TAX DODGE	9.95	RUBBER STAMP	26.95	A+ MONKEYNEWS (GR 1-6)	17.95	WEEKLY READER (PRE-SCHOOL):	
HERACLES	26.95	TELLADEGA	9.95	SUPER MAILER	35.95	ATARI:		STICKY BEAR SHAPES ..	26.95
JAWBREAKER	4.95	TEMPLE OF APASHAI	9.95	TIMEWISE	6.95	CONCENTRATION	4.95	STICKY BEAR NUMBERS ..	26.95
JUMPMAN	9.95	THE HULK	5.35	TURBOFILE 80	44.95	DIVISION DRILL	4.95	STICKY BEAR ABC'S ..	26.96
KARATEKA	13.50	TOP GUNNER	9.95	TURBOFILE 80	44.95	GRAPHING	4.95	STICKY BEAR OPPOSITE ..	26.95
KICKSTART	8.95	TRAILBLAZER	26.95	* REQUIRES XEP80		INSTRUCTIONAL COMPUT	4.95	SB BASKET BOUNCE ...	26.95
KNICKERBOCKERS	13.50	ULTIMA III	35.95	VIDEO TITLES(64K)	26.95	PLAYER MAKER	4.95	STICKY BEAR BOP	26.95
KENNEDY APPROACH	9.95	ULTIMA IV	53.95	VIRTUOSO	29.95			RUN FOR IT	26.95
LAST V-8	8.95	UNIVERSE	44.95					PIC BUILDER	26.95
L.A. SWAT/PANTHER	8.95	VIDEO POKER	8.95						
		WINTER CHALLENGE XL/XE	13.50						

800/XL/XE SOFTWARE TITLES ON CARTRIDGE

ENTERTAINMENT		DEFENDER	9.95	MINER 2049'ER (no box)	9.95	SUPER COBRA	14.95	MEMORY MANOR	8.95
3D TIC-TAC-TOE	9.95	DESERT FALCON	14.95	MISSILE COMMAND	10.00	THUNDERFOX	19.95	ALL 4 FOR ONLY	24.95
AIRBALL (XL/XE)	24.95	DIG DUG	19.95	CARTRIDGE ONLY	5.00	TURMOIL	9.95	SPINNAKER (AGE 3-10):	
ALIEN AMBUSH	9.95	DONKEY KONG	10.00	MOON PATROL	19.95	ZENJI	14.95	ALPHABET ZOO	9.95
ACE OF ACES (XL/XE)	24.95	CARTRIDGE ONLY	5.00	MR. COOL	4.95	PRODUCTIVITY		DELTA DRAWING	9.95
ARCHON	14.95	DONKEY KONG JR.	19.95	NECROMANCER	19.95	ACTION!	71.95	FACEMAKER	4.95
ASTEROIDS	15.95	EASTERN FRONT (1941)	19.95	ONE ON ONE (XL/XE)	19.95	BASIC REV A CART	5.00	KIDS ON KEYS	9.95
ASTRO CHASE (400/800)	14.95	CARTRIDGE ONLY	10.00	PAC MAN (CART ONLY)	5.00	BASIC REV C CART	15.00	KINDERCOMP	9.95
ATARI TENNIS (no box)	9.95	E.T. PHONE HOME	9.95	PENGO	19.95	BASIC XL	53.95	(AGE 7 - ADULT):	
ATLANTIS	14.95	FIGHT NIGHT	19.95	PLATTERMANIA	9.95	BASIC XE	71.95	ADV.CREATOR (400/800) ..	9.95
BALL BLAZER	14.95	FINAL LEGACY	19.95	POPE POSITION	19.95	DIAMOND (GEM O/S)	69.95	FRACTION FEVER	9.95
BARNYARD BLASTER	24.95*	FOOD FIGHT (XL/XE)	19.95	POPEYE (XL/XE)	14.95	LOGO	29.95	(* = REQ. LIGHT GUN)	
BASKETBALL	14.95	FOOTBALL	14.95	Q-BERT	14.95	CARTRIDGE ONLY	10.00		
BATTLEZONE	19.95	FROGGER	14.95	OIX	9.95	MAC/65	71.95	XEGM COMPUTER	
BLUE MAX	19.95	GALAXIAN	9.95	RESCUE ON FRATILAS	19.95	MAC/65 TOOLKIT-DISK	26.95	INCLUDES:	
BOULDER & BOWBS	14.95	GATO	24.95	RETURN OF THE JEDI	14.95	MICROSOFT BASIC II	31.50	* BASIC LANGUAGE	
CAVERNS OF MARS	19.95	GOLF (400/800)	9.95	ROBOTRON:2084	14.95	MICROFILER DATABASE	22.50	* DETACHABLE KEYBOARD	
CENTIPED	14.95	HARBALL	19.95	SLIME (400/800)	4.95	PILOT	19.95	* FLIGHT SIMULATOR	
CHICKEN (400/800)	4.95	INTO EAGLES NEST(XL/XE)	19.95	SPRINGER	7.95	CARTRIDGE ONLY	10.00	* MISSILE COMMAND	
CHOPLIFTER	14.95	JOUST	19.95	SPACE INVADERS	14.95	SPARTA DOS X	71.95	* BUG HUNT	
CLAIM JUMPER	7.95	JUNGLE HUNT	12.95	STAR RAIDERS	10.00	EDUCATION		* LIGHTGUN	
CLOUDBURST	9.95	KABOOM!	14.95	CARTRIDGE ONLY	5.00	MATH ENCOUNTERS	9.95	* JOYSTICK	
CRIME BUSTER	24.95*	KARATEKA	19.95	STAR RAIDERS II	19.95	TYPO ATTACK	22.50		
CROSSBOW	24.95*	KRAZY ANTICS	14.95	SUBMARINE COMMANDER	14.95	FISHER PRICE (PRE SCHOOL):			
CROSSFIRE	9.95	LODE RUNNER	24.95	SUMMER GAMES (XL/XE)	24.95	DANCE FANTASY	8.95		
CRYSTAL CASTLES(XL/XE)	19.95	MARIO BROS (XL/XE)	19.95	SUPER BREAKOUT	19.95	LINKING LOGIC	8.95		
DARK CHAMBERS (XL/XE)	24.95	MEGAMANIA	9.95	SUPER PAC-MAN		LOGIC LEVELS	8.95		
DAVIDS MIDNIGHT MAGIC	19.95	MILLIPEDE	9.95	CARTRIDGE ONLY	9.95				

520/1040/MEGA ST SOFTWARE

ART & FILM DIRECTOR ..	19.95	GUILD OF THIEVES	9.95	THE GAMES	14.95
AUTODUEL	19.95	IMPOSSIBLE MISSION 2	14.95	THE PAWN	9.95
BATTLESHIP	9.95	KNIGHT ORC	9.95	TOWER TOPPLER	14.95
B.E.S.T. BUSINS.MGMT. ..	75.00	METROCROSS	14.95	TRACKER (TOS 1.0)	9.95
CALIFORNIA GAMES	19.95	MEBOIUS	19.95	UNIVER. MILITARY SIMU.	14.95
CHAMPIONSHIP WRESTLING ..	9.95	OCB ART STUDIO	9.95	WARSHIP	9.95
COMBAT COURSE	13.50	OGRE	19.95	WINTER GAMES	14.95
DEATH SWORD	14.95	SENTRY	4.95	WORD QUEST	14.95
DEVON AIRE	19.95	SPACE STA. OBLIVION	14.95	WORLD GAMES	14.95
DIVE BOMBER	14.95	STARRGLIDER	14.95	WORLD KARATE CHAMP	14.95
FINAL ASSULT	14.95	SUB BATTLE SIMULATOR	14.95	(SOME QUANTITIES ARE LIMITS)	
GOLDEN PATH (TOS 1.0) ..	4.95	TECHNOCOP	19.95		

SUPER SPECIALS RECONDITIONED ATARI MERCHANDISE

3-1/2" DISKS AS LOW AS 75 CENTS 10 FOR \$8.95 100 FOR \$80 1000 FOR \$750 DOUBLE SIDED WITH OLD DEMO SOFTWARE	1030 MODEM WITH EXPRESS 300 BAUD \$24.95 30 DAY WARRANTY	5-1/4" DISKETTES AS LOW AS 15 CENTS 10 FOR \$2.95 100 FOR \$25.00 1000 FOR \$150.00 MOST ARE UNNOTICED WITH OLD SOFTWARE
---	--	--

SHIPPING INFORMATION - Prices do not include shipping and handling. Add \$5.00 for small items (\$8.00 Min. for Canada). Add \$8.00 for disk drive. Add \$3.30 for C.O.D. Calif. res. include 7.25% sales tax. Mastercard and Visa accepted if your telephone is listed in your local phone directory. Orders may be pre-paid with money order, cashier check, or personal check. Personal checks are held for three weeks before order is processed. C.O.D. orders are shipped via UPS and must be paid with cash, cashier check or money order. International and APO orders must be pre-paid with cashier check or money order. \$20.00 minimum on all orders.

Phone orders accepted **TUESDAY THROUGH FRIDAY** from 10:00 am to 6:00 pm PST.
We carry a full line of **ATARI** products - large public domain library - write or call for free catalogue

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE - NO REFUNDS - ALL SALES ARE FINAL



The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.

the Atari Clubs of Denver

ATARI CLUB OF DENVER Emperor Chet Cox 303-999-9232 Librarian Paul Marc 303-699-8647 Treasurer Guy McDaniels 303-238-2366 Exec Director (means nothing) Joe McMillan 303-798-7119	STARFLEET President C.J. Bender 303-465-1769 Vice Chris Guenther 303-279-4422 Secretary Thomas Oughton 468-8244 Treasurer Charles Robique 303-424-2857 Librarian Hadley Crusher (don't ask!)
---	---

STIG

EDITORIAL MIKE
 Mike McCutcheon
EDITORIAL SCOTT
 Scott Andersen
 JF



Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwyck Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS	(3/12/2400)	419-691-6459

Good News For The Atari Computer Club of Denver! by good ol' Chet

First, the good news. With new duties keeping me even busier than ever, I'll be resigning as Emperor of the ACC.D (and writer of these minutes) and as Scribe of the STIG. With these pressures off, I should have time to continue IN YOUR DRIVE on a semi-regular basis.

Now the bad news: this column isn't over yet.

In May, we held our Once Every So Often Swap Meet, with Roy Goldman as Big Time Guest demoing his latest Daisy Dot (Number three in a series, collect 'em all!). We then presented a check for \$300 to the Aurora Library just because we wanted to. And we hope that Roy forgives our ruder members who kept talking during his demo. (Who, me???)

By June, I was busy with NCO Leadership School, so Original President Ed Fason (aka STIG guru) took over and spent his usual hour with his patented ST demo, showing the machine to many of our 8bit fanatics for the very first time. Since I wasn't there, I have to take as hearsay the fact that he ran, on ONE ST computer: ST software, IBM, Mac, Apple, Atari 800, and Commodore software.

Why would ANYone want to run Apple or Commodore software?

STIGS & STONES for May 90

Re: April's meeting. Refer back to my predictions in the March minutes and follow along. Yes, STOS Trek was demo'd, as were the usual buncha Joe Ronda games; and Atari DID implode while we weren't paying attention. As for May, I was stuck in NCO Leadership School, and just didn't have the chance to go to the meeting. (See announcement in ACC.D minutes.)

Geez, do we EVER need a new scribe!



Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Win An Atari LYNX!!

SPACE is raffling off an Atari Lynx game machine as a fundraising project. We printed 1000 tickets and are selling them for

only \$1 each ticket!

1st Prize - Atari Lynx Game Machine
 2nd Prize - Nintendo Game Boy
 3rd Prize - ICD Mario Game
 4th & 5th Prize - Case of Coca-Cola

Send \$1 per ticket

prior to July 16, 1990 to

SPACE, P. O. Box 11446,

Harriburg, PA 17108-1446.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

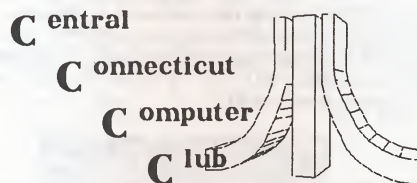


Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are \$14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Fishin' Around by Brent Fisher

Well this will probably be another short address, but what the hell I'll do it anyway.

The board is up and running very well and we have grown since we started under BBS Express! Professional back in February. We now have six online, or play them while you are on the board, games. We now have Blackjack, Kingdom, Chess, Slots, Reversi, and Z.S.S. Express. If you haven't been on in awhile take a little time and come back and check us out. We are up and running at 517-764-4047. The next meeting is scheduled to take place on Saturday July 14th. So if you need directions give me a call at 517-764-4599. I really don't have a lot more to say, except that I have just heard a nasty rumor that Atari has dropped all support for the 8-bit line of computers. I don't know just what to expect now, maybe it is time to consider getting another computer. Ah well I'll catch you all later.



July, huh?? Wow. I haven't even had time to enjoy the summer and it's already half over. All I've seemed to do so far is turn more laps around the yard on my Wheel Horse than Mario Andretti has completed laps around Indianapolis Motor Speedway. I guess some of the stuff I write about here gets out the window and fertilizes the lawn. Heh.

Did anyone make it to the Giant Computer Blowout sponsored by the Computer Factory in Elmsford, New York on May 19th through the 22nd? Jeez. I have one sterling recommendation for anyone planning to attend this event in the future...leave about 3:00 a.m. I'm not kidding. Moi and Tim Brant had to wait (outside, mind you) for three and a half (expletive deleted) hours! We watched a coffee truck operator go from breakfast to lunch and then retire, probably for the summer!! I never saw so many dedicated idiots in my life. I was praying for rain, hoping to drive some of these people away so that we could get in the building before nightfall. Was it worth it? Some people thought so. I saw hand trucks full of CPU cases, monitors, software, printers etc., all being carried out to the rear of the building where the check-out lines formed up.

I was looking for a Diconix 150p ink jet printer, but would have settled for the 300 wide carriage ink jet. Found one, but didn't trust the bent-up box it came in enough to take a chance. A lot of the equipment was labeled 'DOA' (Dead On Arrival). Supposedly, this stuff wasn't really out all that well when returned. Perhaps you could find a gem in the rough this way....all you had to do was dig and hope all covers and little access doors were there. Maybe even buy a couple and end up with one GOOD unit.

Tim found a printer. I struck out. I even checked out the multi-sync monitors, hoping to find something to do all three resolutions and with a good mono screen as well as the color that they all came in. Didn't have much luck there either. I'm willing to bet that the

good stuff I was looking for walked out during the 3.5 hours I stood outside. Like I said, come early. It started at 9:00a.m. so we figured, if we leave by at least 8:30, we stood a pretty good chance of getting there early enough to get what we wanted and not have to wait in line that long.....hah. I will do that better...next time.

Also I'm writing this a bit early (for a change) and I'm going to presume that we all had a great time with the Gribnif people In June. Supposedly we have a lot of confirmations this time. Talked to Rich Flashman the previous Wednesday on GENie and he says all was for the better. He now promises that NeoDesk 3 is a LOT better and he's pretty happy with it. We'll find out soon, only 3 more days to the demo.

Like I said last month, we might have a real exclusive demo happening in July. I'm not saying who yet. Stay tuned. If this comes off, I'll truly be amazed, myself! 'Nuff said, take care, and see you at the meeting.

Rich, aka Yankee, Prez of CCCC.



Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently \$20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.



Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.



President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hilson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.



The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy
Jimmie Myers
Jim Linder
Tim Brumleve

President
Vice President
Secretary/Treasurer
Librarian



First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

Secretary's Report

Well, folks, time for another report from your fearless (well, almost!) leaders! Sorry we missed you last month, but things were kind of hectic around here.

Our biggest news for you, of course, is that Atari's Bob Brodie will be in Spokane on August 18th! We've been working with STING in a joint effort to make this event the best one possible, and hopefully involving a few other Inland Northwest clubs as well.

Mr. Brodie will be bringing a few goodies to show off to us, like the STe, Lynx, STacy, Portfolio, a Mac Cartridge). Paid-up members will probably be issued one free ticket each for a "mystery door prize," with other chances available for a very small donation!

The location we've reserved is the East Central Community Center, at S.500 Stone (corner of 5th and Stone), including the kitchen. The center is just west of Altamont, and just south of the freeway, with easy exits both east and west, a bus stop right out front, and plenty of parking. It looks like Mr. Brodie will be speaking around 10 AM, but we will let you know if the time changes.

As a final note, Bob Brodie will be going to Seattle from here, and will speak there August 19th, if any of you can't make the Spokane date. We've coordinated a bit with Jim Chapman of PSAN there, who says any of you in FACCS who care to may subscribe individually to that newsletter. Mark your calendar for July 12, Aug. 9, and don't miss the Brodie event Saturday, August 18th!



GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We got together again last month and even had a new member join us. He brought along his Archiver/Byte Writer drive and explained a how the system works. It is somewhat different in operation than the Happy Backup system and is considerably slower.

We managed to get TextPro 4.54 on SpartaDos/double density and got it running fairly well. I still need to read the docs if I am ever going to get good at using this word processor. It seems I have heard "Read the Docs" mentioned a number of times before now.

We decided to have a computer picnic again at my home on, or about the 21st of July. That should be an opportune time for the wife and kiddies to join us on the computer.

Let me know if you want to join us. My number is at the top. There aren't so many of us now, but we still have a lot of fun.

Frank Fellheimer



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 June, 1990

With summer here, meeting attendance is down, but the reasons for going are getting better. The next couple months, we will cover the use of disk sector editors and how data is stored. How to fix and retrieve files from a bombed disk, and how to alter those multi-file programs to run from ramdisk if you have one. This is the brain-child of our Vice-President, who pioneered this process, and I must admit it sure has improved the enjoyment of my wargames. Perhaps we can get Greg to write an article about the process to let everyone with a ramdisk to enjoy this dramatic speed increase in the loading of program segments.

I will also be preparing a demo on the use of a harddrive on the 8-bit, as I have recently purchased one and am in the process of getting myself acquainted with it's use.

Till the next meeting, good computing.



President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September.) and is pro-rated at \$2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

May's meeting saw 17 members present as the discussion centered around FUND RAISING. The Golden Triangle Savers Card was introduced as an opportunity for the club to make some much needed cash. V.P. We decided on an initial quantity of 25 cards per member.

June's meeting revolved around ideas to gain greater exposure. After brief discussion, the group agreed to contact Practical Solutions, Soft-Logik Publishing, and the authors of ACCESS command line editor.

Next month's meeting is set for: July 3, 1990, 7 pm First Federal on Highland. Be there or be square! Joe B.



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretsse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at \$2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are \$25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for \$3 each (member price). JACS ST library now includes the AIM Disk of the Month.



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.

June 13 & July 11, 1990

The Atari Computer Role in Europe

The events that are taking place in Europe are good times for the Atari computer lines. I'm speaking the new found freedom that the Eastern Block countries are finding more and more of. So just over night, we have a whole new user base of Atari 8-bit computers to revitalize this market. There are probably other communist countries that have large numbers of Atari computers in steady use. I understand that East Germany has the Atari ST as the number one selling computer. That makes perfect sense to me after all it has been the best selling computer in West Germany for quite a while and East Germans speak the same language.

The U.S.S.R. has slightly more people than the U.S.A. at about 260 million, West Germany about 50 million, England, East Ger-

many, Czechoslovakia, Romania, Bulgaria, Hungary, etc.

Atari Corporation are you listening? You are poised with such great possibility whether on accident or on purpose. The opportunity and timing is yours for the taking. However, don't look back because the other guys are doing their best to grab this chance from your grasp.

June 13th Club Meeting Report: Our June meeting brought up a couple interesting possibilities for future events. 1) LACE sponsored swap meet night. This would have to be held someplace else since the Davis county library does not allow for money to exchange hands in the building. Hopefully, you will be notified about it before hand. 2) The other event to be worked is for a table to be set up in either the Newgate Mall or the Ogden City Mall. We could set up both an Atari ST/Mega color system and an Atari 8-bit system for a Saturday. This should give the Atari product line some attention and the LACE Club a little publicity and possibly some new members. If you are interested in manning the booth or bringing some equipment, be sure to let me know since I will be making the arrangements. Mark your calendars for the next two meetings: July 11, 1990 August 8, 1990 September 12, 1990

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are \$20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

First of all I would like to comment on an article that I read in USA Today. It said that "penny-pinching" Atari plans on spending \$10 million to advertise the ST line of computers, including the new STe. I sure hope that this is true. It is about time that Atari promotes the ST in the US. If this happens and more people find out what a great computer the Atari ST is, maybe our clubs will start to grow again instead of dwindling in size and number.

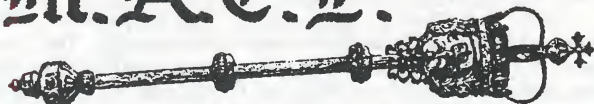
Now for a sad story. My hard drive broke on me this last month. I quickly brought it to my local Atari dealer to see if it could be fixed. After they checked it out, they told me that the drive motor was burned out. I was told that ICD had installed the drive upside down and that might be the reason the drive broke after only 16 months of use. Of course it was only guaranteed for one year.

I can no longer live without a hard drive so I ordered a Toadfile 129x. This is an 85 meg Seagate and a 44 meg Syquest removable with an ICD host adapter. This will be Demo'd at our next meeting if it arrives in time. In the mean time I called ICD asking them about the drive being installed upside down. They told me that it doesn't make any difference and that they thought that the drive motor probably was not burned out. They said that there is an over lubrication problem in Seagates and that my drive had probably just jammed. They kind of explained what to do to fix it. Something about poking the spindle of the drive with a toothpick to free it up.

I would like to thank Mid-Cities Comp Soft for donating a copy of Word Quest to our club for it's monthly raffle. There has been many rumors about the sale of Mid-Cities. I talked to Jane and Al and it is a fact that the store has been sold. I met the new owner and I was assured that contrary to a rumor that I heard that the store would remain open as an Atari store.

Till next month, Richard Hull

M.A.C.E.



The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

The May meeting of the Michigan Atari Computer Enthusiasts got underway at 7:22 pm. This month was our annual birthday party. President Ed Hanson got things rolling with the latest Atari news. Afterwards, Bob Retelle demo'ed the May AIM disk of the month, as well as those from previous months. All through the evening, gifts donated by local dealers were given away to those in attendance while everyone enjoyed pop and cookies brought in by the officers of MACE. Special thanks to Michtron, Team Computers, Rite-Way, and Software Trends for their generous donations.



Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are \$7.50 per year for residents of Ohio, and \$10.00 per year for others. A monthly disk subscription is an additional \$3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional \$24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle
Georgia



Atari
Users
Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

June Meeting

The June meeting went quite well with two other members showing up with their computers. Thanks go to Lee Benjamin and Mike Carter for bringing in their computers. The highlight of the meeting was the demo of two of the Migraph Hand Scanners. It was easy to see that this is one item that I need to pick up. The results that members have been able to obtain were very impressive and the bundled program TOUCH UP makes editing a breeze.

Planning for our computer show goes ahead. We may have need of some tables in that we will have to share with the IBM group members. If you have a table we could use then let us know so someone can pick it up. Our subscription to Z-Net is about to expire and I will need a vote soon on whether we should put out some of our meager funds to continue this great supplement to our magazine.

A new feature at the club will be a Disk of the Month. The disk of the month will feature the best of the month's public domain plus some of my picks of some of the best from the club library. The disk will be available for free for those members that bring me a blank disk for exchange or you can purchase the disk for only \$1 each month. Now that is a deal that is just too good to pass up. The Disk of the Month for June featured some great demos of some commercial software and some public domain programs. Some great demos of CONQUERER, and ANARCHY. Also some public domain games Bubble and LazerBall, the latest version of Pinhead 1.7 and a great copy program F-Copy from Germany and more.

Next month will feature a great Shanghai style game for Mono users called Draken, and a great demo of a new import called Colorado and many others. Come to the meeting and get your copy.

New offer from CURRENT NOTES. Just clip out the Current Notes subscription form from the Newsletter that you can pick up at the meeting and you will get \$4 off the price of a subscription of Current Notes. You can get a subscription for just \$20 to this fine magazine. Get your copy of the newsletter at the next meeting.

Well that's about it for this month. The August meeting will be on the 12th at 1PM. I look forward to seeing you there.



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for \$12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Vice-President	Coleman Smith	
Treasurer	Michael Gardner	
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS	(615) 754-4351	
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

O-ACEs



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. **FOCUS MEETING:** (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!



PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec./Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter.

General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

Well, there's a slight ray of hope for the survival of Atari Corporation for us to witness here in the Northland. The Lynx has made its appearance at Suncoast Pictures in the Miller Hill Mall. There were six game titles available for the Lynx. If you were wondering where those 520 STFM's (with bundled software) are, as of mid-June, nothing in stock at the major retailers. Great market timing Atari, yI'm tired of being laughed at when I mention what brand computer I use. I just wish they had better press, support and saturation in the marketplace. Our members and all loyal Atari users demand something positive happen... soon!

The last PACE meeting of the summer was May 20th and the turnout was great. Nice to see everyone there and enjoying themselves. John Zupansic demonstrated his home-brew "Blitz" cable. The speed at which it duplicates a diskette is F*A*S*T! Our AIM disks copied faster than we could give our blank disks to John. The other ST was furnished by Geoff Bennett. He showed us TOS 1.4 and his Z-Ram 2.5 megabyte upgrade. For the most part, we all had a memorable evening and I hope all of you have a prosperous summer!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. June 9, 1990

The meeting was called to order at 9 am. There were only about 20 members and visitors in attendance. Does the low turn out mean summer is here?? Well for those that don't know the meeting place is air conditioned and pretty cool!! So come on down! On with old business...

All in attendance were informed that PHAST money has been allocated for the purchase of some new magazines for publications library. Also the magazines currently in the library will be cleared at a future meeting to clean out the old and make room for the new magazines. SIG (Special Interest's Groups) were discussed. And again we still need articles for YOUR newsletter (PHAST Times)!!

New business.... New news about PHAST Times there'll now be an advertisement section for all to sell their unwanted items - and this means any type of items not just computer related! Ads for members will cost \$2 for 5 lines \$1 for 5 additional lines, and \$2 for 5 additional lines for non-members. Ads must be prepaid and brought to Lloyd at the meeting the month before you want the ad published.

Other news: there's new lower prices on blank disks!! And the PHAST PD Disk Library has been re-newed, re-worked, just plain started over with all the newest/latest versions and some neat demos!! Thanks goes to Lloyd for all his time getting this longtime disk library problem turned around, and making up the great disks labels!! Another note regarding the disk library - an external double-sided disk drive has been purchased by the club for the disk librarians use, so he won't have to worry about wearing out his own disk drive.

The SIG's seemed to go rather well this month! Mike Zachary did a MIDI SIG w/Hybrid Arts EZ track Editor, Lance Summers did a down to basic's SIG, and Robert Dytmire did a CAD 3D/Drawing SIG. Thanks guys! It's kind of neat to be able to go around and see what interests you, too bad most of the stuff is interesting and you can't see it all! <grin>. If you've got some suggestions regarding SIGs and there's a need for people to do the SIGs in any areas of software/hardware/programming/Anything! So if your interested let Robert know. Remember it's your club and you can make it better too!

Well one last note: It's in the works to possibly get more guest speakers to our meetings. Do you have any ideas on guests?? Please let the President (Robert) know! That's it for this month next meeting is Sat. July 14th, see you there!!



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

The year is half over already and we are moving into summer when meeting attendance tends to fall off. Please show your support by coming to the 8-bit or ST SIGS. We really do have a good time and are there to help with your latest problem or hear your latest triumph. One thing we can't stress enough is that if you have a problem or question, please be sure to blurt it out the meetings, even if it doesn't have anything to do with the meeting topic. We all learn by hearing about your problems.

Be sure to check your mailing label to see when your membership expires. Remember that dues are \$15 per year per family. When your dues are out of date, your subscription to this outstanding magazine stops. Bring you dues to the next SIG meeting or mail them to the P3ACE P.O. Box.

With the temporary demise of Vector Space, your best BBS opportunity is with Steve Leser's LASER BBS which is run by our very own ST VP (591-4620). The ST library catalog is on LASER BBS and you can request whatever files you want by phone now. We are attempting to arrange the same thing for the 8-bit library. WHAT A DEAL!!! For those of you who don't have a modem you still don't have an excuse. The Club has a Hayes 300 Baud Modem (with cables) which is available on a "loaner basis." Check it out! Call Pres. Rick Reaser for details.

The topic at the May ST SIG meeting was Desktop publishing. Two desktop publishing packages, one commercial, and one public domain were demonstrated.

We included Easytext in our disk of the month for P3ACE. From now on, we will be offering 2 disks as our disk of the month. The disk that Aim puts together, and a disk that the librarian puts together with what he calls the top three picks of the month. The topic for the July meeting "bring your favorite program and demo it." Call Steve Leser for details.



WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863



Rushmore Atari Computer Enthusiasts

(RACE)

3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

Ya get out what ya put in! Our work is cut out for us as individual users and as clubs or groups. We all know US support for the Atari comes from the user at this point. What am I trying to say? I am encouraging those of us who have possibly not been as involved as we could have been to jump in. I am thanking the guys in my club who have been self-motivated and done together what none of us can do alone anyway! It's rewarding to see a new user light up at learning how to operate that Atari. It's rewarding to support fine hardware and software.

The Atari Bit Byter User Club from West Germany contacted me by way of seeing RACE in AIM! I am in the process of getting the German text on the sample disk that was sent translated and will bring in the disk to demo some good stuff at the July meeting. Will be corresponding with them soon.

DON'T FORGET...the August meeting will be at Mark Wolfs' house so that the Great Modem Demo can be done as we had technical difficulties with the phone lines at the usual location on Soo San. Hopefully Mark's wife will survive the onslaught.

Here's wishing you all a good summer and we'll see you RACE drivers at the meeting.

Minutes of May's meeting:

Our May meeting began a bit unusually. When I drove up everyone was standing in the parking lot. Not because we were locked out, but because it was one of the first nice days we'd had in a while. After a little talking in the parking lot, we all went inside and set up the equipment. We discussed a new club flyer and Rick Burton showed one that was promising. After that we started discussing the old business. One of the things we needed to check on was the progress of the computer/music show at Westmore music. Because of their high visibility location in the mall, we could get a lot of exposure as well as Westmore. Some of the member didn't receive their May newsletter before the meeting, so I called a few of the folks. Next on the agenda was demonstrations. The meetings have become more informal than they were in the past and most of the membership likes it that way.

The 8-bit owners viewed a list of public domain programs from Germany. Since there weren't very many 8-bit owners around, it didn't take too long.

The ST demos were assorted public domain, shareware, and commercial utilities. There were a couple of good desktop utilities: DC Desktop and Icon Desk. We looked at a few terminal programs but decided to wait until the August meeting when we'll demo modems and terminal programs.

Since it was such a nice day we took off early.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

Minutes for June 17 Meeting:

Summer again in the (dry) Salt River Valley! That means when the weathermen forecast "very warm" they mean over 100 and it's not hot until it hits 110. Stay cool with your STs.

This report should find its way into the August issue of AIM as the June-July issue last month was combined so that the cover date would be in advance of publication. You aren't being shorted- you will still receive 12 issues this year. By the way, congrats to AIM on the high quality and variety of programs on their monthly PD disk.

Tim subtly slipped in a remark that he is giving six months notice that he will not run for president (of the club) next year so we will have plenty of time to recruit a new one. Be thinking about it. That means you. Tim, thanks for your continuing dedication to SEVAC. We know its a lot of work.

New product news: Dave Small's prolific group is working on an Appletalk interface board to allow the attachment of ST's to an Apple network. This is in addition to his new 68030 accelerator board which should be available by now.

Marc demonstrated the PC Ditto II IBM emulator on his Mega. The installation is not simple. Avant Garde is now recommending soldering the connector onto the 68000 chip. The good news is, it works. Norton's SI test gives either 4.0 or 4.2 depending on its mood at the time. We watched a dazzling demo of the Quattro Pro spreadsheet which is the latest in the IBM world to challenge Lotus 123. PC Ditto II should cost around \$300 here locally with dealer installation included.

Speaking of dazzling, that adjective might be more appropriate to describe the Laserdisc video of computer graphic animations we saw. Lee missed the meeting again but he made sure we had the opportunity to see this great example of the future of computer video. I wonder how long it will take to get that kind of power on our desktops?

The new version of Word UP has not yet arrived, so that demo has been pushed back to next month's meeting on July 21. See you then.



Meeting Notices July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.



The Saginaw/Tri-City Atari UG meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are June 16th, and July 14th, 1990. Officers:

President	Steve Volker	(517)865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew, (or haven't joined us yet!), DO IT NOW!

Meeting Minutes for June by Ted Beauchamp (filling in for Steve)

The turnout for the meeting was down slightly from the last several meetings. Things were starting to look good as we have seen some increases in attendance over the last several months. A suggestion was made to have some of the "regulars" call people the week of the meeting to remind them of the upcoming meeting. We can discuss this at the next meeting.

The demo portion of the meeting started off with a review of NEODESK. This program is one that has been out for awhile but there are a lot of public domain upgrades for it that keep making it better.

Marty showed how to assign icons to the files so you can run them from the desk top by selecting the icon. He also showed alot of the icons available. The editor seems easy enough to use and since the icons are not all that large, pixel wise, it would not take to long to create custom icons for your favorite programs.

The next program was DC DESKTOP, this program is similar to NeoDesk except it uses the GEM desktop but lets you modify it to your particular taste (for those of you with taste, that is). DC DESKTOP can use NEODESK icons plus the ones that come with it. It also has an icon editor, but cannot save edited icons in NEODESK format, YET anyways.

We were supposed to raffel off DC DESKTOP but decided to wait for a better turn out, (next meeting right guys).

Also at the next meeting we will discuss filling the President's position since Steve has had to resign due to time/responsibility conffits. So please let's have a good turn out so we can be sure everybody is represented.



President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec'y/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

From the Prez...

Hello folks. Well, if you missed the June meeting, you didn't miss much. We were supposed to have a swap meet, and ALL of you got something in the mail about it, or read about it on the BBS's around town. And ALL of you were called. And did ALL of you show up? Heck no! 12 members made it to the meeting. 12! That's it. The worst turn out for a Saturday meeting in a long, long time! I was pretty embarrassed because I had been trumpeting about the Atari Swap '90 for about a month. And YOU people complained about the last auction. "We didn't get enough money for our stuff." And YOU people were asking me in December when the next auction was, and YOU people all told me that the swap idea was a good one, because you could set your own prices, and on and on. So, all 12 of us swapped things from TWO people! Dave Davis and myself had things to trade. One guy came from outside the club to the "Big Swap Meet". I can assure you he won't be back. He probably laughed all the way home, and told all his friends that have Ataris what a farce this club is!

While I'm up here on my soapbox, let me tell you about STE-EP. Great idea Tim! The club could use a BBS! Okay, you got a BBS, and it's the best damn Atari ST BBS in this area. ATARI ST ONLY! And how many of you are calling? Well, some of you that I know have modems aren't even trying! Give the darn thing a call. You paid for it! And you won't be able to get the disk of the month anywhere but STE-EP. Okay, forgot the number? Gee, I sent ALL of you a letter about STE-EP...915-821-9220.

Still up here on my soapbox...who wants to be president? That was a question that came out at the last meeting. Suddenly, all the heads in the room were looking out the window, at the floor, at the person in front of their's head. "Well, Tim, your doing a good job...why don't you do it?" Because I told you folks a month ago that it was time for new blood, new ideas. Who wants to be vice president? Secretary? Treasurer? Same response. But that's okay, cause when the club bites the dust because there was no new ideas, and no new input, don't come crying to me for your refunds. Has anyone seen our librarian lately? or our secretary? This club IS NOT just a magazine you get once in a while. This is your darn club. If it starts to suck, it's because YOU LET IT! I realize it's summer, but what do we ask of you? ONE HOUR A MONTH! That's 1/720th of a month! By the way, for you folks that haven't made a meeting in a while, like 3 months or so, why the heck did you join to begin with? We are STILL meeting at Richard Burges Library, behind NorthPark Mall, at 12:30 pm on the SECOND Saturday of each month.

Next month, July, we will have a meeting. And this is the meeting that we vote on new officers. If I am the only one there, then I will vote myself absolute dictator, take the club money, buy

myself dinner at McDonald's, (Because that's about all the money we have), declare war on the United States, surrender, and exile myself to a far away island, where none of you can find me. I will take the BBS and turn it into an electronic brothel. Now, you have had fair warning.

Until next month, Tim the Despot

Salinas Valley Atari Computer Enthusiasts

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Treasurer	Charles White	449-8986
Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.		

SVACE President's message

At our last couple of meetings we've had demonstrations of Wordflair and PC-Ditto II (working). As our PD demos we had demonstrations of LZH and Informer II. As long as we have volunteers to share their knowledge we will have interesting and informative meetings.

Dues are still only \$12 a year. They include your subscription to AIM, our mailings, the monthly PD disk, and of course our meetings. As long as our commercial software holds out, we will be having free raffles for it as well. As time goes on, we hope to have more benefits to membership. There is strength in numbers.

If you know someone that uses an Atari computer, or is interested please bring them as your guest. See you at the next meeting.

SWAG Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

SWAG Meeting 27 May 1990

Meeting started at 6:30 and was informal as usual.

President Coker opened the meeting explaining about the AIM Magazine. Secretary/Treasurer Lentz reported that he had figured a way to pro-rate the dues for all members to get an April renewal for all. Counted the cash, had enough. It was reported that we have now registered with Practical Solutions, D.C. Notes, and Computer Shopper.

Decided to buy 1000 count rolls of disk labels and resell them to the members at cost + two cents. No main program, so discussed Turtle Hard Disk Backup program, Cheetah File Copier, CodeHead Utilities, and IMG Cat from Wiz Works. Reminded members to continue to support Braun's Computers, and Atari software writers as much as possible. Discussed and cussed the availability of the latest series of Atari computers. Heard the STE is selling in Canada, that the STACY is shipping (sans batteries), and that the TT is still in limbo. Meeting adjourned to watch the gully washer rainstorm.



Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report-June

Okay, to start off, I should get my STe pretty soon. Doesn't that make everyone happy? I no it would me.

To get on with business, we now have a little over \$41 in the account (gees, we are rich), the BBS is finally up (it should be at a different number and sysop by the time you read this, the new number as yet not in existence, so I can't give it at this time), right now it is running Express! Pro! BBS ststem, please call me or another officer for the new number.

Other business, dues are due! If you have not payed up by now, it is probably to late (what am I saying, it is never too late, send in your money now!!!!). Also, as the BBS is no longer at the previous number (the new sysop is not quite willing to pay the phone bills like the old one was...) we shall probably have to help with the phone bills by contributing a small pittance at each meeting...

Also, by the time you read this, we will probably have appointed (I mean elected) the officers for this year...

'til next time, Stephen C Moffitt

UNYACE Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.



Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The June meeting of WAUG was held on Tuesday, 6/12. The meeting was called to order at 7:35pm by President Craig Harvey who said this would be the annual Officer Election/Swap Night.

Craig discussed further developments in the plan to jointly sponsor an Atari show with the Windsor WAUG club. A definite date has been established as the first weekend in May '91 pending there is no conflict with any other shows planned at that time. A tour of the tentative location, a community college in Windsor, yielded positive results and the price to rent floor space is VERY acceptable. Officially, the show will be known as "The Windsor/Detroit International Atarifest."

Elections of officers took place immediately following this discussion. Craig Harvey remains as our fearless leader; David B moves to Vice President; Russ Crum moves from ST Librarian position to Treasurer; Mike Millage remains as the 8-Bit Librarian and Bill Rayl takes on the duties of ST Librarian. Pattie Rayl was a natural selection for Newsletter Editor; and Mike Olin remains as Secretary.

The meeting was adjourned at 8:30 pm and table space was made available for members to sell off their used goodies.

The July meeting will be held on 7/10. The feature topic will likely be Homespun Software which will include a demonstration of Craig's pet programming project, Diary/EdHak, and any other programs written by members.



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondence to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

AIM ADVERTISERS

ABCO Computers (800) 562-4037	29	General Videotex (800) 544-4005	Back Cover
American Techna-Vision (800) 551-9995	10	Index Legalis (515) 472-2293	9
Artisan Software (209) 239-1552	22	Innovative Concepts (313) 293-0730	Ins. Back
B&C ComputerVisions (408) 749-1003	36	ISDMarketing (419) 479-1880	4
Best Electronics (408) 243-6950	48	Joppa Computers (800) 876-6040	17
Branch Always Software (519) 570-4340	7	Lexicor Software (415) 453-0271	1
Chris Sorenson	33	Olympian Software (518) 482-7149	12
CodeHead Software (213) 386-5735	22	Step Ahead Software (212) 627-5830	24
Computrol Industries (800) 477-2131	13	Tidbit Software (508) 897-7429	22
D&P Computer Supply (800) 535-4290	Ins. Front	Toad Computers (301) 544-6943	25
Double Click Software (713) 645-3759	15		

Mega ClickTM

For the Atari Mega 2 and Mega 4* Computers



BEST ELECTRONICS

**New Product
Announcement**

Have you ever felt that something is missing from your Mega* computer? Those who have used other brand computers for work or school agree something is missing! When asked, any touch typist who owns a Mega computer will tell you right away! It's the Click in the keyboard key they miss!

Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **\$64.95**, and for the 10 Kit is **\$21.95**.

Mega Click Products became available December 26th. Place your order now!

BEST ELECTRONICS (408) 243-6950

2021 The Alameda Suite 290, San Jose, CA 95126

*Atari, Atari Mega 2 + Mega 4 are registered Trademarks of Atari Corp.

Innovative Concepts



Classic Atari 8-Bit Products

Easy Scan II - 1989 Antic Award Winner! The Graphics Image Scanner that saves files in standard 62-sector format! Supports graphic modes 8,9,10,11 and 15. Make banners, flyers, posters, and more! Requires XL/XE/XECS with 128K RAM, and Epson capable printer. FREE Utilities! SALE! - \$79.95 (save \$20!)

Print Shop Printer Drivers - Now use that "incompatible" printer with Print Shop and Print Shop Companion! Choose from the following printer drivers; Atari 1020 printer/plotter, Okimate 10, or the newer Epson LQ500/800 printers. (or other 24-pin compatibles) SALE! - \$9.95 each

Memory Upgrades - All include RAMs and utilities (we have MANY others!). Call us!

128K - 130XE Compatible types, ALL on SALE:
For 800XL - \$49.95 / For 65XE - \$39.95
For the XE Came System - \$39.95

XF35 Kit - 720K storage! Easy to install upgrade for XF551 Drives, for using the newer 3.5" disks! Fully compatible with; SpartaDOS, SpartaDOS X, and MyDOS. Also CREAT for HD Backups! SALE! - \$24.95
Save! XF35 Kit, 3.5" drive & cage - \$89.95

Happy Doubler - Includes FREE Utility Disk! Programs Happy 1050 to FULLY Emulate the U.S. Doubler, including skew format! Also programs drives D1 - D8.. SALE - \$14.95

Immitator Controller - For Happy 1050, has 2 swiches to control Speed & Write Protect. Also has 2-color LED monitor. SALE - \$34.95

IC1050 Controller - (For ALL 1050's) Same as above, but no speed switch. SALE! - \$24.95

SIO Switch Box - Controll 1 computer with 2 drive setups, or share 1 drive setup with 2 computers! SALE! - \$44.95

SIO Port Box - Has 4 SIO ports for solving the "dead end" problems. SALE! - \$34.95

NOTE - We have even MORE products! For our latest Catalog (included FREE with orders), just send a S.A.S.E. (business size).

Atari ST/Mega Products

NEW! ARCIT & ARCIT SHELL (version 1.20)
Commercial version with new features! Makes arcing and un-arcng "ARC" & "LZH" files, a snap! Includes; Printed Manual, FREE utilities, and more! Introductory Special - \$9.95

Turbo BLITZ - The Unique backup/disk copier, that is Lightning Fast, on even commercial software! Uses two drives. Includes Custom Cable and FREE software. SALE! - \$29.95

Xformer Cable - Now incudes FREE software! Run many of your Atari 8-bit software titles on your ST/Mega! And, directly from an 8-bit drive! Also allows 8-bit printer! Only - \$19.95

ST/Mega RAM Upgrades - Installed Fast! We use only the BEST upgrade boards! NO future MMU problems! FREE utilities disk!

520ST: 1meg \$125, 2.5 Meg \$325, 4meg \$500
1040ST: To 2.5meg \$325 / To 4meg \$500
Mega 2: To 4meg for only \$300!

NEW! Tick - Tock Clock - Internal clock for 520/1040, at a LOW price! Includes FREE utilities disk. Installed for only - \$39.95

BLITTED Upgrade - For 520STFM/1040STF. (Call for details) Speeds up graphics! Have a "mini-Mega" for only - \$75 (Installed!)

TOS 1.4 - We us only LECAL ROMs! FREE Utilities Disk! Only - \$125 (2 or 6-chip set)

Bomb Fix - Replace weak 74LS373 chips (2), with Superior 74A373 chips. Fixes Random crashes on Accelerators, TOS 1.4, & MAC/IBM Emulators. Installed for only - \$35

Note - ALL of the above internal mods INCLUDE installation and return S&H!

SAVE - Get two or more of the above mods, and save more! Others also available! We also - Buy, Sell, Trade, and Repair Atari equipment. Please call for more information.

Ordering Information - S&H add (US Funds);
USA/ADO/FPO - \$4. COD: \$3.50 (USA only)
Canada/Mexico: \$7. All other countries: \$10.

Innovative Concepts (I.C.)

31172 Shawn Drive / Warren, MI 48093 USA

Phone: (313) 293-0730 / BBS: (313) 978-1685

CompuServe: 76004,1764 / GENIE: I.C.

Dealer, Distributor, & User Group Inquiries Welcome!

A HARD DRIVE IS A TERRIBLE THING TO WASTE.

For only **\$9.95**, you can spend an hour downloading onto your hard disk from a library of over **10,000 programs**. Additional downloads are as little as **\$4.80 per hour**. There are no surcharges for high speed access, no premiums for using *Tymnet* or *Telenet*, and no mandatory monthly minimums.

For more information, with your computer and modem dial 1-800-365-4636. Press Return twice. At *Username*: type JOINDELPHI and at *Password*: type INTERFACE.

DELPHI

POPULATING HARD DRIVES SINCE 1982

General Videotex Corporation • Three Blackstone Street • Cambridge MA 02139

800-544-4005 • 617-491-3393

Unicorn Publications
3487 Braeburn Circle
Ann Arbor, MI 48108
(313) 973-8825
(313) 973-9137 BBS

RENEW BY: 060191

BULK RATE
US POSTAGE
PAID
PERMIT #27
DES PLAINES, IL